August 1987 - £1

COMMODORE USER

MORE HARD-HITTIN
POCKET-SAVING-STRAIG
TALKING-REVIEWS

310 pta ■ HFL 5.75



RENEGADE -PREVIEW PUNCH-UP!

WIN THE COIN-OP

ZODIAC MINDWARP

HIGH PRIEST OF LOVE IN COIN-OP RAP!

THE LAST NINJA

FIVE PAGE COLOUR MAP

FREE

PULL-OUT POSTER

REVIEWED:

LAUREL & HARDY-A FINE MESS!
REBOUNDER-BOUNCES BACK!
ROAD RUNNER-LOADED!
ZYNAPS-EXPLOSIVE!
STAR PAWS-DOGGED!

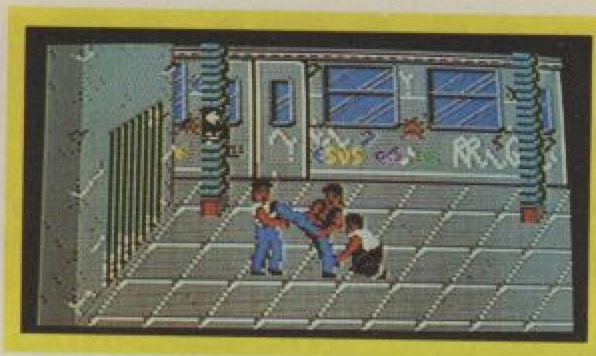
WIN

A RIDE ON CONCORDE



GREAT GURIANOS
OFFICIALLY LICENSED COIN-OP FROM
TAITO
AIRWOLF 2
OFFICIALLY LICENSED SEQUEL TO THE UNIVERSAL PICTURES™ TELEVISION SERIES
3DC
CATABALL
3 NEW GAMES FOR THE PRICE OF 1
TRIO
from HIT PAK
RELEASE DATES
Europe 13th July
UK 20th July
SPECTRUM
Great Gurianos
Airwolf 2
3DC £9.95
AMSTRAD
Great Gurianos
Airwolf 2
3DC cass £9.95 disc £14.95
CBM-64
Great Gurianos
Airwolf 2
Cataball cass £9.95 disc £14.95
Mail order, just send a cheque or postal order payable to ELITE SYSTEMS LTD. or quote your credit card No.
GREAT GURIANOS
Classic Coin-Op Action! Great Gurianos, supreme warrior battles against all the odds.
"Licensed from Taito Corp. Export outside Europe and Australia prohibited."
AIRWOLF 2
Once again you pilot the ultimate combat helicopter, where no one else dares to go.
"Go for it Stringfellow Hawke."
© 1984 Universal City Studios, Inc. All rights reserved.
* A Trademark of and licensed by Universal City Studios, Inc.
3DC
Beware the perils of the Deep! Quick thinking, fast action, and more than a bit of cunning will be needed to rebuild your crippled submarine, your only chance of escape.
CATABALL
Introducing a new concept, delicate control is required to steer all 4 balls successfully through a hostile world and at the same time achieve your goal!
SCORE 007750
BY DAVID PERRY
Screenshots are taken from various computer formats.
Anchor House, Anchor Road, Aldridge, Walsall, West Midlands WS9 8PW
Telephone: (0922) 59165 Telex: 336130 ELITE G

CONTENTS



Renegade sticks the boot in.

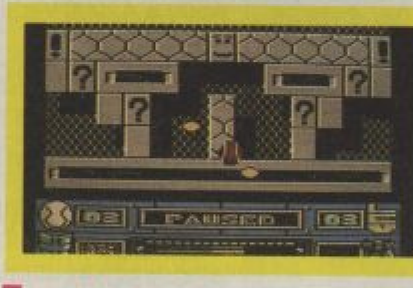
AUGUST

ED'S BIT ON THE SIDE

Phew my sunburn's killing me. No, there were no coin-ops on the Algarve so I had to spend the entire time in the English Pub in Carvoero. And what should confront me on my return to CU Mansions? The sight of the Deputy Ed sitting throne-like on a raised platform eating pealed grapes, a whip by his side, a group of contributors scurrying around him bringing him beer, ice cream, and NME's Nick Kelly sweating over a hot typewriter with sunken red eyes. Order is restored now you'll be pleased to know (except you Tom Green). Mad Mike was hurriedly dispatched to Manchester for his attempted coup whilst a now bright and chirpy Nick Kelly took on Zodiac Mindwarp on the coin-op version of the same game. **The Ed.**

Cover Illustration — Phil Gascoigne

SCREEN SCENE



Rebounder big and bouncy.



Zynaps another fast blast.



Quartet Cornered.



Psygnosis Barbarian — brutal.

Editor — Eugene Lacey; Deputy Editor — Mike Pattenden; Staff Writer — Nick Kelly; Designer — Elaine Bishop; Screen Shots by Lloyd G. Parker; Advertising Manager — Mark Scriven; Copy Control — Angela Smart; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Back Issues — 01-251 6222; Subscriptions 01-251 6222; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

ABC
60,848
Jul-Dec 1986
MEMBER OF THE AUDIT BUREAU OF CIRCULATIONS

DIMENSION computers l.t.d.

27/29 High Street
Leicester LE1 4FP
Tel: (0533)
517479/21874

THE MIDLAND'S LARGEST COMPUTER STORE

CBM 64/PLUS 4 COMPANIES PACK
Sales/Purchase/Nominal Ledgers with Invoicing and Stock Control, Disc £24.95
"Very easy to use — probably the friendliest package I have come across."
Commodore User

VIZA

Vizastar XL8 64	~~£99.95~~	£79.95
Vizastar XL8 128	~~£129.95~~	£99.95
Vizawrite Classic 128	~~£99.95~~	£79.95

PRECISION

Superscript 64	~~£60.95~~	£49.95
Superbase 64/+4	~~£90.95~~	£39.95
Superscript 64 & Superbase 64	~~£169.90~~	£79.95
Superscript 128	~~£89.95~~	£74.95
Superbase 128	~~£99.95~~	£59.95
Superscript 128 & Superbase 128	~~£189.90~~	£119.95
Superbase, The Book		£11.95

GEOS
CBM 64/128 Operating System Including: Desktop, Geowrite, Geopaint, and Desk Accessories, Disc £49.95

GEOFILE
Geos Based Filing System, Disc £37.50

COMMODORE 128 COMPENDIUM PACK
Commodore 128 Computer, C2N Data Recorder, Music Maker Keyboard, Spirit of the Stones, Jack Attack and International Soccer Software £269.95

NOW AVAILABLE — THE NEW AMIGA RANGE

A500 from £499 + VAT **A1000** from £599 + VAT
A2000 from £1095 + VAT

LIMITED OFFER
AMIGA A500 with Marble Madness, Skyfox, Deluxe Paint 1 and T.V. Modulator worth £153.00 .... **£499 + VAT**

A1000 & A2000 systems also include free one-year on-site maintenance contract.

PHILIPS 8833 HIGH RES. COLOUR MONITOR with stereo sound output £279.95

DIGIVIEW 2 Video Digitiser £169.95
"Hardware product of the year."
Amiga developers conference.

GENLOCK — Video controller. Overlays text and graphics onto video pictures.

A1000 Version	~~£494.50~~	£449.00
A500 & A2000 Version	~~£529.00~~	£479.00

TRUE BASIC

Professional Basic Compiler		£129.95
Deluxe Print	~~£91.00~~	£79.95
Deluxe Video	~~£91.00~~	£79.95
Music Construction Set	~~£99.95~~	£84.95
DELUXE PAINT 2	~~£149.95~~	£119.95
AEGIS ANIMATOR/ IMAGES	~~£119.95~~	£99.95
AEGIS SONIX — Synthesiser package	~~£79.95~~	£69.95

AMIGA A500 — Upgrade to 1 meg £113.00

AMIGA 1 meg 2nd Drive £149.95
Suitable for the A500, A1000 & A2000

AMIGA A500 OFFER
AMIGA A500 & PHILIPS HIGH RES. COLOUR MONITOR .... £699 + VAT

DYNAMIC CAD — Professional design package	~~£495.00~~	£455.00
PAGESETTER — Desktop Publishing System	~~£149.95~~	£109.95
SCRIBBLE II — Word Processor	~~£99.95~~	£89.95
GOLDSPELL — Scribble spell-checker	~~£44.95~~	£37.95

WORDPERFECT — The best word processor on the IBM now available for the AMIGA £295.00

FEW ONLY
Commodore MPS 801
80 Column Tractor Feed Dot Matrix Printer £99.95
Commodore DPS 1101
Daisy Wheel Printer £199.95

CITIZEN 120D CBM PRINTER
High Quality Dot Matrix Printer
* Near Letter Quality Mode * 120 cps Draft Print Mode
* Friction and Tractor Feed * Needs no interface
* Full Two-Year Warranty * 100% Commodore compatible ... £199.95

1541C DISC DRIVE £199.95
1571 DISC DRIVE £249.95
Both the above include either:
Software Pack A
6 Infocom Disc Adventure Games, or
Software Pack B
Quick Brown Fox Word Processor, Easyfile Database and Future Finance Planning Package

COMMODORE 560P
2-colour Dot Matrix Printer takes $2\frac{3}{4}$in. roll paper .... ~~£49.95~~ £29.95

STAR NL 10C NLQ PRINTER

Fully Commodore compatible	£249.95
Commodore 1571 Double-sided Drive	£239.95
Commodore 1901 Colour Monitor	£339.95
Philips 64/128 Green Screen Monitor	£89.95
Commodore 1541C Disc Drive	£189.95
Commodore 128D	£499.95
Commodore MPS 1000 CBM/Centronics Printer	£274.95

CBM64/128 MUSIC EXPANSION SYSTEM
Including Keyboard, Synthesiser and Software £99.95

COMPOSER/EDITOR SOFTWARE
For Music Expansion System, Tape or Disc £24.95
3-slot switchable C64 Motherboard £16.95

ACTION REPLAY Mk III
Tape to Disc Back-up Cartridge £29.95

NEOS MOUSE
WITH CHEESE SOFTWARE, Tape or Disc £27.95

THE ARTIST
Advanced Mouse Graphics Package £29.95

TROJAN CADMASTER LIGHT PEN
Commodore 64 .... £16.95
Commodore Plus 4/C16 .... £19.95

PRINTER RIBBON OFFER
MPS 801, 802 Ribbons £5.95
MPS 803 & MPS 1000 .... £4.95
MPS 1101 M.S. Ribbons £3.50
BUY FOUR AND GET ONE FREE!

THE EXPERT CARTRIDGE ESM
Tape to Disc System £29.95

FREEZE FRAME 4 .... £28.95

COMMODORE MPS 803 TRACTOR FEED UNIT £24.95

QUICKDISC + 1541 FAST LOAD/UTILITY CARTRIDGE £19.95

PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME

ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY

ALL PRICES INCLUDE V.A.T. UNLESS OTHERWISE STATED

To order, either send cheque/P.O. with coupon or ring **(0533) 517479/21874** with Access/Barclaycard number. Please allow 7 working days for delivery from receipt of order or cheque clearance.
Please add £1.00 towards carriage and packing on any software order.
Hardware orders add £1.00 under £65.00 value, and £5.00 over £65.00 value.
Printer orders add £5.00 towards carriage.

Send to: Dept. No. CU8, Dimension Computers Ltd., 27/29 High Street, Leicester LE1 4FP.
Tel: (0533) 517479/21874 Fax: (0533) 511638

VISA

Item	Quantity	Price
	Total	

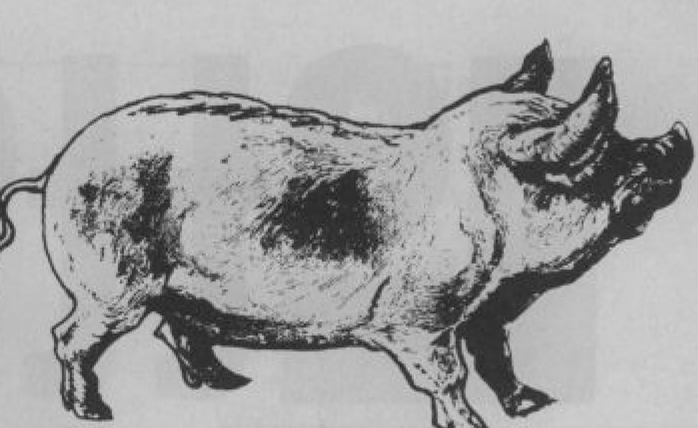
Name ....

Address ....

....

Telephone: ....

Letters



Wally

I read a letter by a certain Tahir Rashid (nice one Tahir!!!) I too, often priate good games and flog them.

I have been ripping off software companies for one main reason. They make me sick, how dare they!!! How dare they!!! Charge a tenner for junk games, when lesser important companies in the computer world can produce excellence for bargain prices.

You can try to stop us pirates but you will never succeed. I love ripping off companies.

By the way your mag is supercool, but please take note of Gary Scott's letter of Peterborough entitled Sid the Sexist

Ace Pirate II

PS. Can't include address.

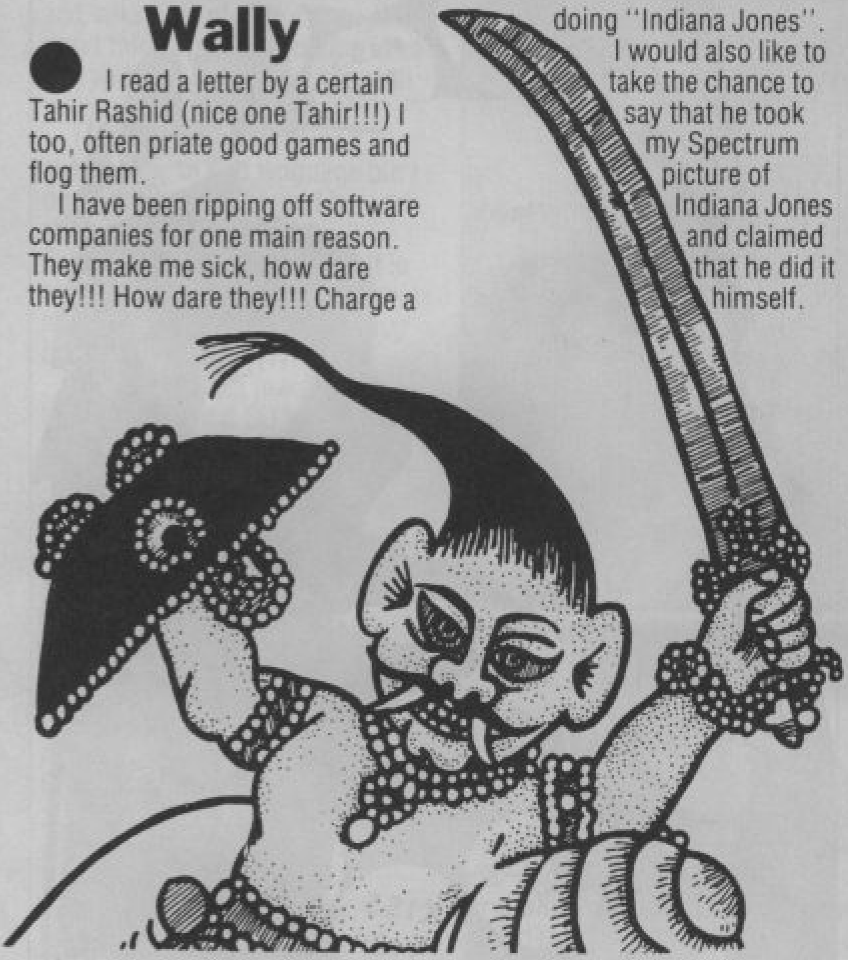
And we can't include yor name either — you little rebel! Read on to find out why.

Pirate hoax

I was shown your recent issue where you printed a letter from a person called Tahir Rashid. Well I can tell you for a fact that he didn't write it all.

I think it was written by a rival of ours who's name is (*witheld*). This is because he's mad at the fact tht his "Indiana Jones" work got turned down because it was a load of rubbish. So, out of sour grapes he wrote the letter to get Tahir into trouble with his boss at Paragon Programming who are doing "Indiana Jones".

I would also like to take the chance to say that he took my Spectrum picture of Indiana Jones and claimed that he did it himself.



This is a lie as it is digitised and he can't draw to save his life.

I hope you print this letter as he deserves all he gets.

Noel Wallace

Wandsworth.

I feel that I must protest about a letter that you printed in your last issue.

Under the heading "What a Pillock" you printed a letter supposedly from a Tahir Rashid. Well I can tell you that it was not from him. It was written by (*witheld*).

They are both jealous of the fact that their work was turned down for "Indiana Jones" because, to put it mildly, a 6-year-old could have done better whereas Tahir's was accepted because it was very good.

They are also responsible for other similar acts, among those include stealing other people's work for their own.

I hope that this letter is printed.

J. Meel

I read with surprise a letter in the July issue of "Commodore User' concerning the privacy and sales of Commodore games. I was particularly shocked, therefore, to see my name at the bottom. I feel that your magazine owes me an apology for printing a letter that had a fairly high probability of being a hoax.

The letter was almost certainly sent by a former colleague of mine who ran a graphics company. I left, at which point the company lost all its business. I recently received a good write up for my graphics and I assume that purile jealously led him to write the letter.

I would be grateful if you could set the record straight.

Tahir Rashid

Battersea.

We spoke to Charles Cecil the Publisher at Paragon Programming about this and he confirmed that Tahir Rashid was the victim of a smear campaign. The letter we printed in June was a hoax. In the future such letters will either be discarded or printed without name or address so the people concerned can neither claim notoriety or cause embarassment to others. As for the person responsible for this rather pathetic lie, we have your name but have witheld it for the reason we've just mentioned. Our advice is to grow up.

Chauvinist

So Gary Scott thinks that us females haven't learnt to write yet, does he?

Well ta very much for the compliment!

Just in case the chauvinist Piggy hasn't got it yet, I am a 14-year/old computer freak girl, and as for not being able to write, well, I think this letter proves otherwise!

And if CU takes up your suggestion about Page Three girls — which I'm sure they won't coz they respect their female readers — then I, and many of my friends both male and female, would drop CU like a ton of hot bricks in the sewers where it would belong. Point taken?

Anyway, I bet the little MC Piggy couldn't beat my high score on Park Patrol which is 994,020.

And I would like to say shucks to all those who don't like Hotshots. Better not say anymore coz Mike won't get his head through the door.

Keep up the good work.

MISS Joanna Sadler

Coventry.

Sorry can't stop. Mike's wedged in the hall.

Nasty

Up to the April issue of your magazine I was very impressed at the standard of your paper, and looked forward to each issue until May when the letters' section housed many snide and nasty comments to your "readers". (I put readers in quotes as I am sure they may not be for long).

This had been going on for a little while and I had hoped you would have grown out of it by now. This continued in June's issue when Ms Sillitoe had the good sense to complain about this and withdraw two adverts. All you replied was that she had no sense of humour. Well I don't think you calling a young lad's dad a divvy is that hilarious just proving you cant' accept the bare facts of truth. It's a shame as you used to be a good mag. But no more shall I buy your pitiful excuse fo a computer magazine.

J. Cooper

We hope you haven't bothered wasting a pound buying the magazine. Look it up in the shop and save your money.

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.

Letters





Ms Mole

Having read the pathetic letter from "Sid the Sexist", and your plea for more female contributions to letters I have decided to write to you.

I was surprised that you would in fact print such unmittigated drivel! Surely you receive plenty of constructive and infinitely more interesting letters from intelligent readers, without having to revert to the scrawlings of a semi-coherent neanderthal pleb, with the cranal capacity of a verruca!

I will therefore educate Mr Scott in a few obvious facts:

As to his assumptions of illeteracy amongst us girls may I suggest that such juvenile and imbecile implications are drawn from complete and utter ignorance. I am a computer freak — and proud of it!

I, and, undoubtedly, others do not feel the need to write grovelling letters to CU or any other "magazine" — I am sure the people concerned realise the success of their publications, if they were no good, they wouldn't sell.

As to his comments about "Page Three", I assume this is a joke, as it has been recognised by intelligent beings that such items are needed only by perverts or low-lifes!

I suggest that you wise up pal, before you very rapidly become the laughing stock of the rest of the universe!

CMC
Moledavia.



Prohibition

In your last issue you wrote a note about the Youth Dangerous Publications List in Germany, and I must say, I agree with Wild Bill.

I don't see the sense in the prohibiting games like *River Raid*, *Falcon Patrol* or even *Silent Service*. But on the other hand it's right to ban games like *Beach Head*, *Paratrooper* or *Girls — they want to have fun*. But that's surely not everyone's opinion, is it? So who is able to decide in the right way? Me, you? I don't know.

Gregor Wörle
Germany

We think there are limits to what should be prohibited. Some programs overstep the mark, but most don't.

Knit

I have been using a Commodore for nearly two years, and reading Commodore User for a year and really enjoy the coverage given to all aspects of computing, but I have one moan at the moment and this is that there is a Sinclair program and a program in the Amstrad magazine for *KNITTING* but there is nothing from Commodore programers or magazines?

My wife enjoys knitting and would like to see a program for knitting as I'm sure that many wives of other male computer maniacs and female computer maniacs would like to have such a program, (there must be some out there in computer land?).

Norman Stone
Chelmsford.

Great idea. Perhaps we should put one together on ironing an dishwashing at the same time.



Haway!

I'm a 16-year-old Sunderland fanatic writing from up here in Durham. I am halfway through my 'O' levels and am writing this letter listening to U2s The Joshua Tree. I would like to say a few things so get comfortable and make a drink.

I am a great fan of our national game and it breaks my heart to think that there is only one decent football game for the 64. Because *International Soccer* is so easy, I can beat it 9-0 on level 9. I am pleading to all software companies to produce a good football game. How about Andrew Spencer doing an *Int Football II* with extra features like fouls, penalties, sliding tackles etc. Will *Kick and Run* be converted to the 64?



Tell Mike Pattenden that West Ham will be relegated and that Sunderland will be playing them in Division Two the season after next. Ha'way the lads!

Douglas Sinclair is not a square and talks a lot of sense though I don't think that the situation is as bad as he says. I also agree with you about S. Africa.

I know that my letter isn't exactly free of bad language but I don't think that it should be encouraged in the mag. Especially by the reviewers. It is alright for people like me but think about the younger kids who buy the mag.

During the past few months I have noticed that CU has been "out" late in the shops.

Are there any difficulties in deliveries to the Northeast or is this a national problem? Could this be something to do with the North/South divide?.

Hello to all my friends especially Michael Neitch, John Layfield and if Stephen Davison reads this here is a message for him: "Show this to Nicola Davis".

S. Harris
Brandon,
Durham.

You should be listening to Simple Minds' "Promised You A Miracle" if you think Sunderland are going to be promoted and West Ham relegated all in one season. No you don't get your issue later than anyone else because you're up North. This is happening because of printing problems.

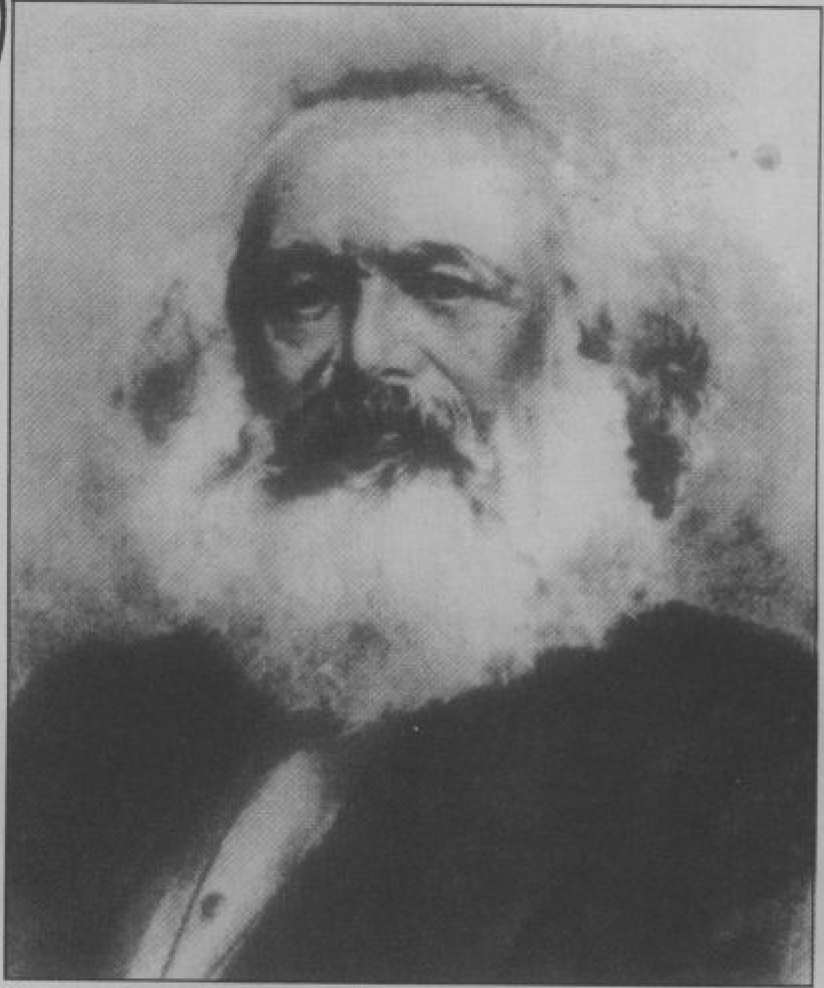
Agitator

I am overjoyed to see that at last there is a good politically motivated, left wing mag on the market that is carried at us teenagers. I loved the way you slagged off that South African nazi b★★stard in the April issue. And your review on SDI by that fascist company Cinemaware.

I first read your mag in April, and although I don't own a computer, I buy CU anyway, because it's a good politically motivating mag. You should be more outspoken though. And lead us towards overthrowing this Nazi regime. Introduce a proper political section, just after readers letters for instance. You could rename your mag "Communists Unite". Keep up the good work!

N Nellis
London

Ouch, oh, aargh! Your sarcasm is ow! So stinging (comrade).



Workers of the world read CU! Picture courtesy Marx Memorial Library

Capitalism!

It riled me somewhat regarding the snide comment in your June editorial aimed at Zzap for producing a cassette with their last edition and charging a justifiable 50 pence extra for it.

You then seem to gloat at producing a free Play to Win booklet, whilst not increasing the price of your magazine.

It seems apparent to me that you did not need to increase the cost because you have probably made an extra buck or two from the additional advertising within your normal 100 pages whilst ommitting the Play to Win section (pokes, tips etc).

It would therefore mean that you are the Capitalists and not Zzap.

I would lastly like to point out that I am neither a Divvy, Pillock or whatever else you want to dream up to make your younger readers more excited, merely a reader making my point of view, as is my right.

Gary Wakeling

And you are right to claim your right. As for being capitalists all the magazines you read, sweets you eat, games you buy, are designed to make their owners a profit. We certainly didn't make any extra by putting a booklet on the front of the mag! If we do a cassette it won't cast you extra.





Sizzling

I am writing in answer letters to Hamidun Majid "What a Star" letter, in April's section. I think that he must be an absolute loony if he is worried about the shape of the Superstar logo.

Does he not realise that these games are not labelled 'Screen Circles" or "Screen Smashes" (not even "Screen Sizzlers"!), but are known as Screen STARS!!! So please disregard his ridiculous request and keep you logo, as it looks much more sensible, and more of a credit to the game, than a "Zzap Sizzler" award ever will.

Jason Price
New South Wales.

Swiz

I have been a real Commodore user for two years and enjoy playing games. But I have discovered that many of the software houses offering games are using original arcade screen shots in their advertising, and not from a Commodore. This is not fair!

From the ad you should be able to get a correct impression of the graphics.

As an example. Some months ago I saw an ad for the game *Express Raider* in your magazine. The screen shots were just fabulous! I ran immediately to the shop and bought it. What a disappointment. It was the worst rubbish I have ever seen. The graphics were nothing like the arcade shots.

So, my question is why do the software houses do this.

Thomas Mo
Norway

Good point. It seems that a number of companies use this ploy which is, to say the least misleading. Most, however do say "shots from arcade gave" somewhere. So read carefully and try out where possible.

No

Dear CU,
Make this your star letter or else.

Gwyn Roberts
Southport.

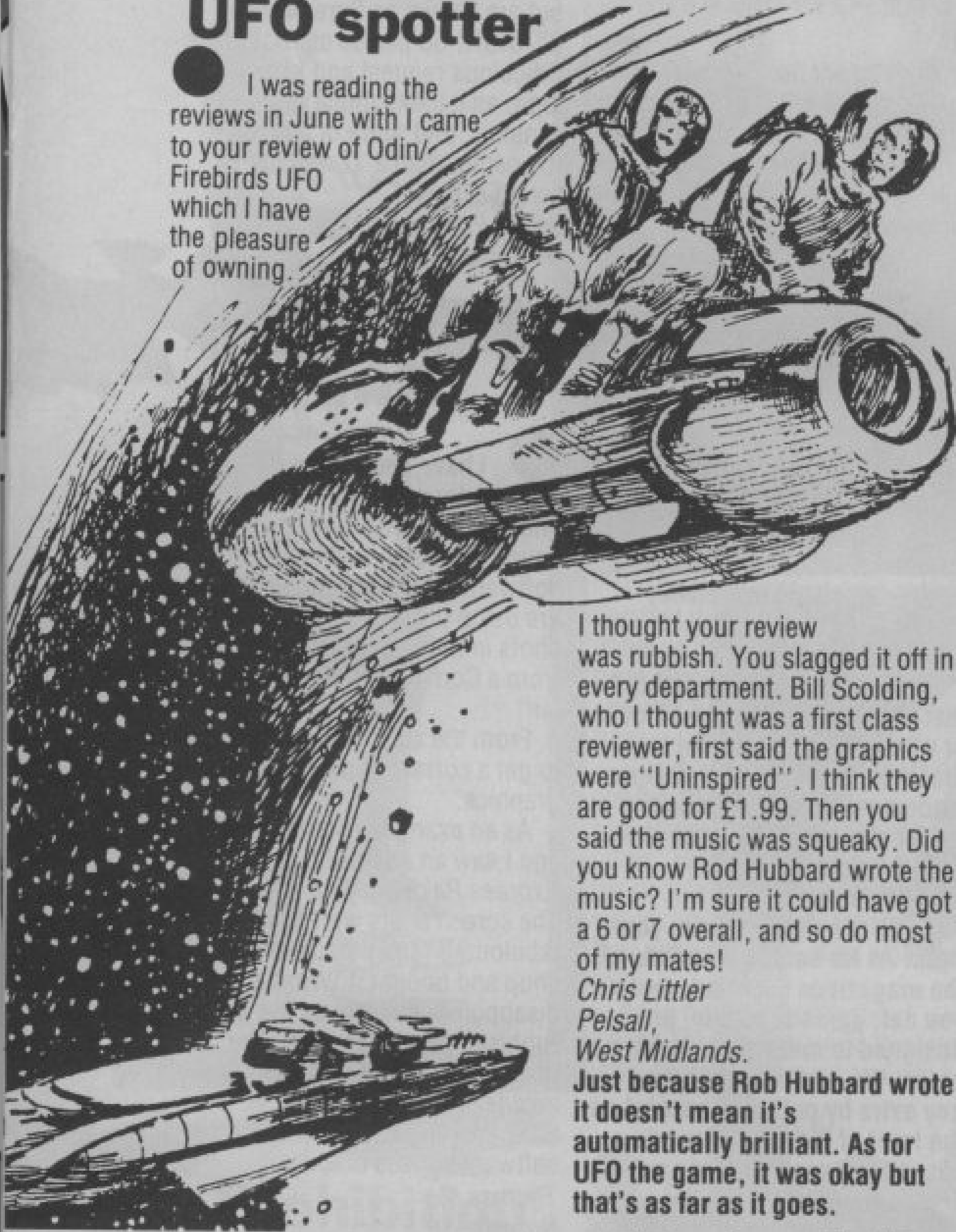
Yeah! Or what!?

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Letters

UFO spotter

I was reading the reviews in June with I came to your review of Odin/Firebirds UFO which I have the pleasure of owning.



I thought your review was rubbish. You slagged it off in every department. Bill Scolding, who I thought was a first class reviewer, first said the graphics were "Uninspired". I think they are good for £1.99. Then you said the music was squeaky. Did you know Rod Hubbard wrote the music? I'm sure it could have got a 6 or 7 overall, and so do most of my mates!
Chris Littler
Pelsall,
West Midlands.
Just because Rob Hubbard wrote it doesn't mean it's automatically brilliant. As for UFO the game, it was okay but that's as far as it goes.

Speccy killer

I am writing to tell you I disgusted you printed that total utter idiot's letter, Sanjoy Sern in the june edition.

How does he have the nerve to say C64's are awful. Could you please inform this imbecile that when we purchased our 64s we wanted a computer not a calculator which as any owner knows is all a Speccy can be used for. He is extremely lucky you didn't print his address or I would put his window through with a brick, Labour supporter or not. Oh! By the way your magazine is spot on keep it up lads!
Matthew Coyne
Sheffield
Blimey that's a bit strong isn't it!

Mario ain't a star

I greatly enjoy reading your reviews which I study before buying a game, but reading though three reviews in the June issue, I saw something that quite stunned me.

Wizball and *Barbarian* had overall marks of eight each which gave them a CU screen star each.

I turned a few pages on and to my horror I found that "Mario Bros" had gained an overall mark of nine and had NOT been given a CU Screen Star.

Can you explain this? Please try. I expect there is a good explanation for it.
Alex
St Helens
There is. *Mario Bros* shouldn't have been given nine. It was yet another printing error. Seven was the correct rating.

Sensitivity

I am writing to inform you that I find your letters page extremely amusing with your quick and witty responses to letters that you receive. I agree with you that responding to letters and criticism properly would be far too dull. I found the issue that contained the Smarties responses very funny, especially the 'Your Dad's a divvy' reply which really made me smile. I am sure that you won't go bankrupt just because Hewson's Mrs Sillitoe withdrew her advertisements for two issues. Surely she is being far too sensitive when all you try to do is brighten up people's day a bit.

Just who does Sanjoy Sern think he/she is? Your magazine comprises mainly of reviews and Sanjoy claims to like the games so why bother purchase the magazine at all? I think that Sanjoy must be very brave to even admit that he owns a Sinclair machine let alone admit that h/she uses it (I won't ask what for).

If Gary Scott has a list of so many girls, then how come he needs to see them in a magazine? Is he trying to tell us something?

Ever tried playing Firebird's *Kinetik?* I don't think that there is a control method, it has a mind of its own. If there is an alternative to the standard then I would rather stick to left, right and fire!

Overall, the June issue was a scorcher, shame that the weather didn't follow suit eh. . .

THUMBS UP: Zzap! 64, CU, Road Runner, Wizball, Kick and Run, Amiga, Atari ST's, Hot Shots.

THUMBS DOWN: Kinetik, Amiga prices, Chris Cousins, Gary Scott.
Lee

Amiga puts the squeeze on C16

I am a proud owner of a +4. I used to read all of my mates CU's until he stopped getting them (don't ask why), so since December I have been buying them myself. In the December '86 issue there was 28 C64 reviews and only eight C16/+4 reviews. In July 1987 there was 32 C64 reviews, two Amiga reviews and only one C16/+4 review! Why? Is the Amiga gradually taking over C16/+4's bit? Why don't you cut down on 64 reviews instead.
David Taylor

What has happened to the C16/+4 games market. Once upon a time you could find plenty of games from loads of companies, some good, some bad.

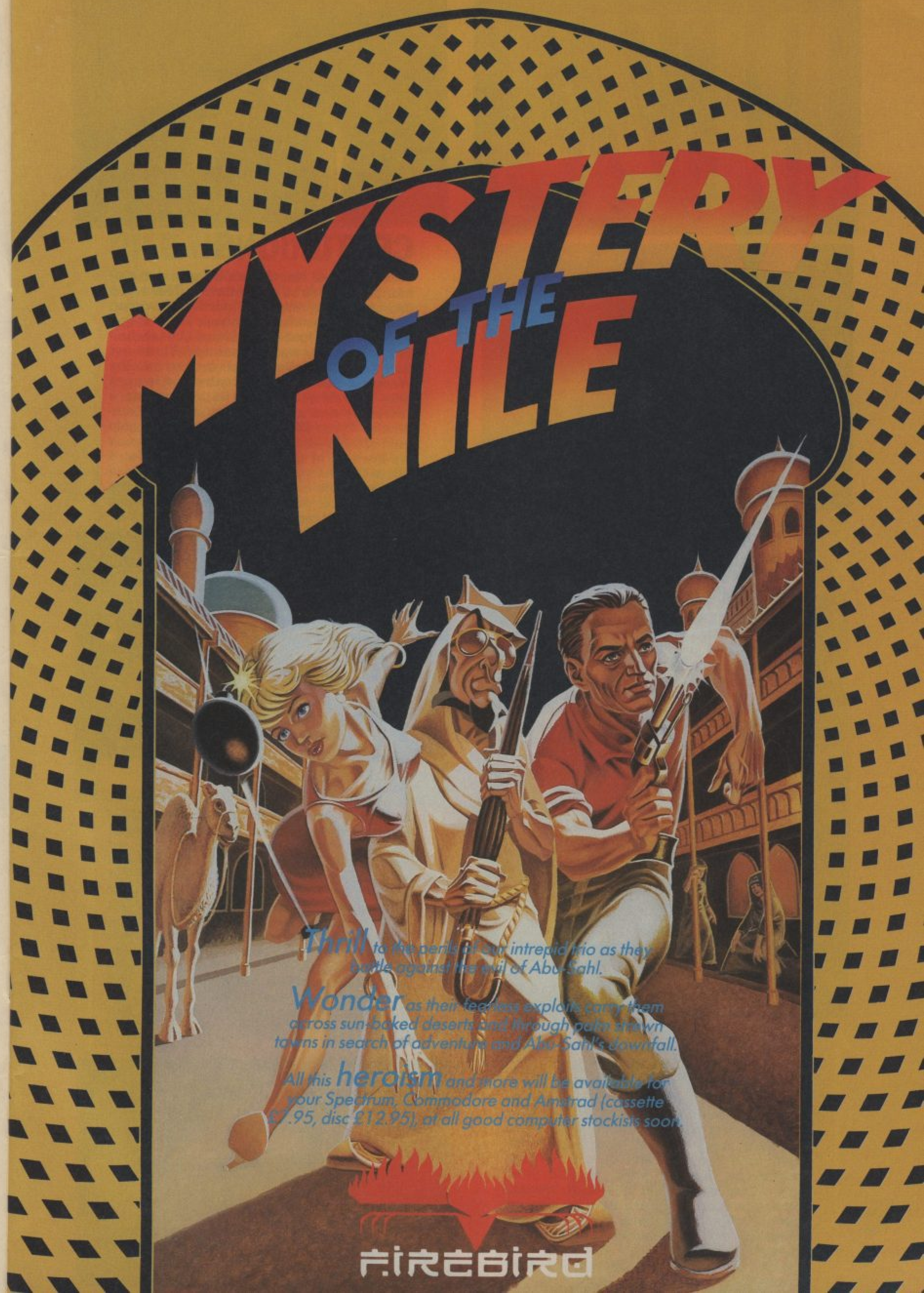
But that has all changed now. Companies like Elite, Imagine, Ocean came and went. Mastertronic's vast range has diminished tc nothing. Gremlin Graphics (*once* the best C16 company) have gone. And even Anco (producer of great games like Summer Events) seem to be in two minds about whether they will stay with the C16/+4.

Is it over? Will there be a quick funeral. Then off to play on the Amiga.

But what finally proved it to me was your July issue. Where only one game was reviewed for the C16/+4, and that was in black and white, got no screen star and yet it got nine overall.

Then Play to Win, not one C16 poke, yet plenty of C64 pokes (if you search your postbag you'll find I've sent in two, e.g. Terra Nova). Tell me it's not over. At least for another year!
A. Potter
Tideford
There aren't many C16 games coming out these days. The hard truth is that the game makers don't see a future for the baby Commodore. Their efforts are going into the 64 and Amiga. CU will stick with the C16 for as long as there are games worth reviewing for it.

Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.


MYSTERY OF THE NILE
Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.
Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.
All this heroism and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.
FIREBIRD

BUZZ



CALIFORNIA GAMES

Hey, catch this, it's like those rilly wild guys at Epyx have done a groovey new thing, I mean, like, produced a totally awesome new product which, y'know, redefines like my whole outlook on life and stuff, it's just the neatest thing, y'know, it's called *California Games*, and you get to do all these rilly fun things, like spend your whole day surfing, and rollerskating, and playing frisbee, and all that other stuff you do when you're by the ocean, and you just *would not believe* the sounds, I mean all the greatest fun tracks, like, from the Beachboys and stuff . . .



YOGI

The sun is shining, the birds are singing, but all is not well in Jellystone Park. Boo-Boo has been imprisoned in a secret cave by a dastardly hunter, and you — Yogi Bear — are his only hope. In this Piranha game you have angry mooses and swarms of bees, irate campers and of course your arch-enemy, Ranger Smith to find your furry friend before the arrival of Winter, when, like it or not, you'll have to give up your search and hibernate. Your task it no cakewalk, and you'll need to keep your strength up by ripping off whatever food you can find — campers' tents are a good source, as are fishermen.



CENTURIONS

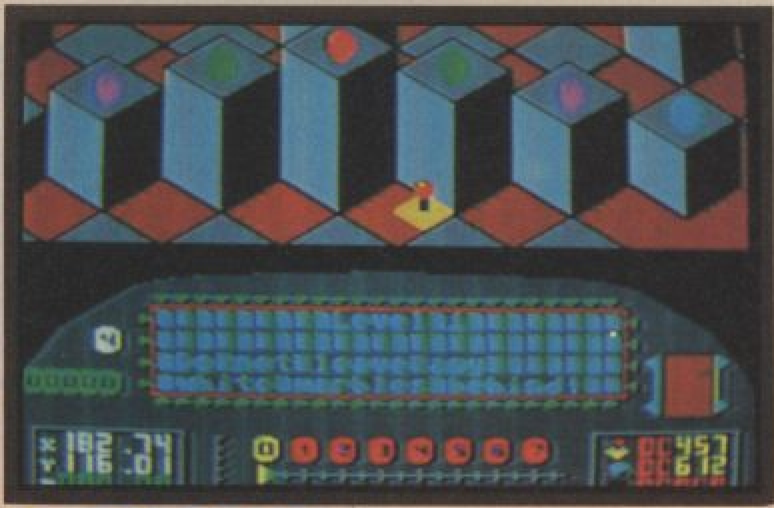
Powerxtreme! No, there's never a dull moment when you're a Centurion. There you are unwinding in the Skybolt Relaxation Centre, recuperating from your last mission with a spot of four-dimensional chess when the emergency warning sounds. Turns out that the evil Doc Terror has broken into the Weapons Development Centre and is even now searching through its rooms for a fearsome and untested new nuclear compound, Tyron-Dichromate. And if he gets hold of it? Well, it's the end of civilization as we know it of course, silly. Nothing for it but to summon your trusty weapon-studded exoskeletons and to beam down to the WDC to foil the dastardly Doc and his myriad alien cronies.



T.A.N.K.

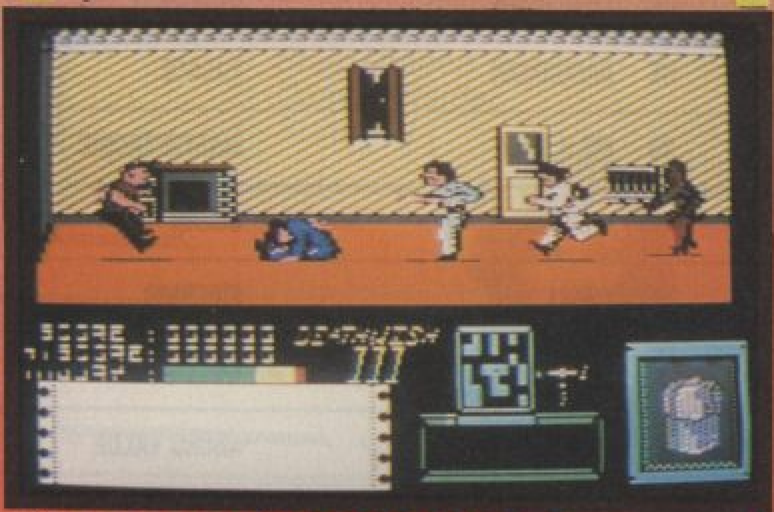
Is it and earthquake? Is it the end of civilisation as we know it? No, no, you fools, it's just the distant rumbling of an approaching *T.A.N.K.* Yup, Ocean have just announced the forthcoming release of this SNK conversion, in which you guide your caterpillered fighting machine through jungles, ruins, swamps and deserts, taking on infantry, land mines and other tanks. You basically blast everything that moves, only pausing briefly to pick up the letters scattered about the place which give you increased range, energy and firepower. We think you're going to like this game. But then, *we* all like tanks a lot. . . . (*don't mention it — Ed.*)





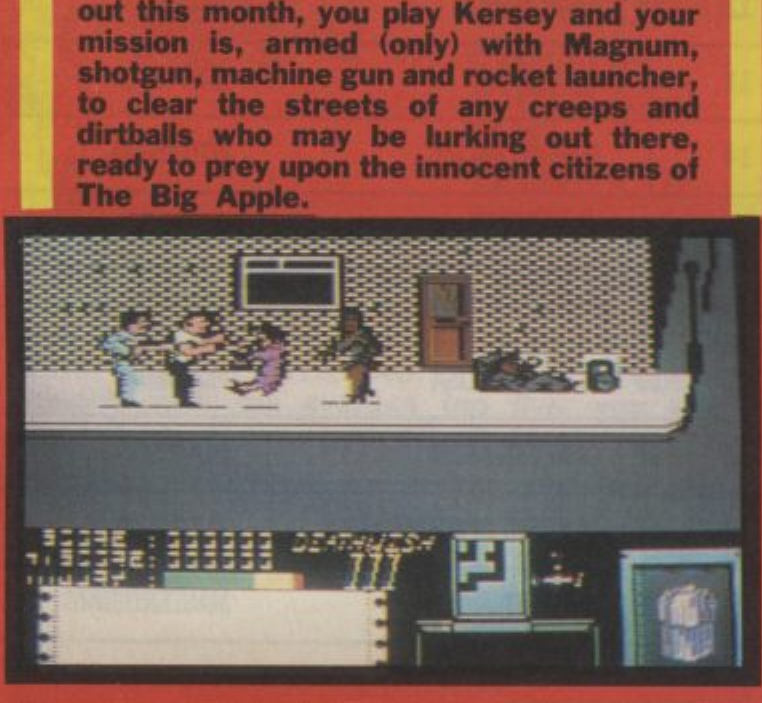
PILE-UP

When you're a *Buzz*-person you do get fed some fairly tall stories. But the background plot for Reaktor's *Pile-Up* takes some beating — it's all about three dimensional chess-boards, and earth's energy crisis and daring marble transport pilots, yea even unto two pages of closely-typed press release. Reading between the lines, we think the basic idea is for you to guide a little magic carpet thingy on to the tops of some platform thingys and to carefully pick up an carry off the different-coloured marble thingys that you find up there. Finally, without letting the said marble thingys touch either the ground or the sides of the columns (which incidentally are constantly changing in height) you have to transport them back to the "transformer station" thingy. So now you all know.



DEATHWISH III

At least until the much-publicised real-life shoot-first-ask-questions-later antics of Bernard Goetz, New York's most famous vigilante was Paul Kersey, the revenge-bent hero of the *Deathwish* movies, played by he-who-cannot-smile himself, Charles Bronson. In Gremlin's *Deathwish III*, due out this month, you play Kersey and your mission is, armed (only) with Magnum, shotgun, machine gun and rocket launcher, to clear the streets of any creeps and dirtballs who may be lurking out there, ready to prey upon the innocent citizens of The Big Apple.





BATTLESHIPS

Steaming its way towards you from Elite, *Battleships* is based on the evergreen family game which all our grandfathers used to play in their tender years, when all they had to amuse themselves were pencils and school graph paper. Nowadays, of course, all you lucky people have 64s, but really entertaining games are still few and far between. This onscreen version faithfully reproduces all the main features of the original — you're still trying to sink an enemy's fleet which you know is located somewhere in a large gridded area, while they similarly are bombing your playing area. In fact the main difference between playing on your computer and feverishly scribbling on bits of paper is that now you get a few tasty pieces of graphic decoration thrown in, and if you don't happen to have any friends, you can take on the computer. An oldie but a goldie, we thinks.



ADDICTABALL

"Well, yes", the Alligata spokesman admitted, "I suppose you could say that *Addictaball* is a bit like *Arkanoid*. Except that the layers of bricks scroll down at you. And your bat moves up and down as well as across, and you can use it to zap bricks as well as to hit the ball. And in fact you don't even have to hit the ball at all — it'll bounce off *your own* protective layer of bricks, which line the foot of the screen. Until, that is, the ball knocks a particular brick from the top layer which, instead of disintegrating, breaks a gap in your protective row. And then you'll have to make sure the ball doesn't fall through the gap, because you'll lose a life if it does — you see?" Errmmm . . . we think so. . . .

BUZZ

CHA



Welcome to the revamped charts page. Here you'll be able to refer to the sales of everything from 64 arcade games to adventures, whilst getting the benefit of our reader's coin-up chart and the CU reviewers' play list. If you have a chart, stupid, non-computer based or otherwise why don't you send it to us.

C16 CHART

TM	LM		
1	6	PAPERBOY	ELITE
2	NE	SABOTEUR	ALTERNATIVE
3	1	GUN LAW	MASTERTRONIC
4	2	FOUR GREAT GAMES	MICRO VALUE
5	NE	GWNN	MASTERTRONIC
6	3	FOOTBALL MANAGER	ADDICTIVE
7	8	TERRA NOVA	ANCO
8	9	STORM	MASTERTRONIC
9	NE	THRUST	FIREBIRD
10	9	INDOOR SOCCER	ALTERNATIVE

ADVENTURE CHART

TM	LM		
1	4	Killed Until Dead	US Gold
2	1	Portal	Activision
3	ME	Frankenstein	CRL
4	NE	Shadows of Mordor	Melbourne House
5	2	Masters of the Universe	US Gold
5	3	Sydney Affair	Infogrames
7	7	Silicon Dreams	Rainbird
d	5	Kobyashi	Mastertronic
9	NE	Life Term	Alternative
10	NE	Lord of the Rings	Melbourne House

C64 CHART

TM	LM		
1	NE	LAST NINJA	SYSTEM 3
2	NE	BARBARIAN	PALACE
3	20	MILK RACE	MASTERTRONIC
4	NE	WIZBALL	OCEAN
5	NE	I BALL	FIREBIRD
6	5	BMX SIMULATOR	CODE MASTERS
7	2	FOUR GREAT GAMES	MICRO VALUE
9	10	EXECUTIVE LEADERBOARD	ACCESS-US GOLD
9	7	FOOTBALL MANAGER	ADDICTIVE
10	NE	KIK START 2	MASTERTRONIC
11	12	GUNSHIP	MICROPROSE
12	18	ARMY MOVES	IMAGINE
13	3	SIX PAK	HIT PAK
14	1	ENDURO RACER	ACTIVISION
15	11	MICRO RHYTHM	FIREBIRD
16	5	PARK PATROL	FIREBIRD
17	19	OLLIE AND LISA	FIREBIRD
18	NE	CRAZY COASTER	PLAYERS
19	15	OLYMPIC SPECTACULAR	ALTERNATIVE
20	5	LA SWAT	MASTERTRONIC

ARTS

REVIEWERS CHOICE





Here's our guide to what the reviewers are playing, plus the ones Ken McMahon isn't.
Eugene Lacey: *Zynaps, Road Runner* (disk), *Rastan Saga* **Mike Pattenden**: *Last Ninja, Wizball, Double Dragon* **Nick Kelly**: *Wizball, Flying Shark, Double Dragon*. **Ferdy Hamilton**: *Star Paws, Renegade* (arcade), *Barbarian* **Bohdan Buciak**: *I Ball, The Inheritance, Last Ninja* **Ken McMahon**'s worst three:
1) *Snap Dragon*
2) *Convoy Raider*
3) *Autoduel*





COIN·OP



1. OUTRUN
2. ROAD RUNNER
3. PAC LAND
4. GAUNTLET II
5. INDIANA JONES AND THE TEMPLE OF DOOM



C'mon, every arcade gamer — send your top give coin-ops of the minute to COIN OP CHART, COMMODORE USER, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your chart happens to coincide with the average top five, you will win yourself one of our coveted T-Shirts.

CHART CHAT

What a relief! The 64 charts are beginning to look respectable again. Out goes the dismal Enduro Racer ousted by the game we all knew would do it The Last Ninja, currently outselling everything else five to one!

Just below comes the other great game of the moment *Barbarian* hacking its way through the dross and the cheapos clogging up the charts. Not to knock the quality budget games of the moment, I Ball and Kik Start 2 — our cheapo of the month.

Nothing we've seen this month looks set to challenge for the top positions. The only top quality game, *Defender of the Crown* will have its sales inhibited by its sole availability on disk, whilst Road Runner's loading problems will rapidly cheese off even cartoon diehards off.

Over on the adventure side, the sleuthing games are making a strong showing with US Gold's Killed Until Dead and Infogrames' The Sydney Affair. Look out soon for Guild of Thieves now available on the 64.

C16 Gamers have little to smile about at the moment. Their chart is looking increasingly stagnant — the only ray of hope (yet to register) is Summer Events.

CHART CHAT

BUZZ



Arnie is back blowing them doirty alien scumbags away one more time. Waste them dirtballs!

PREDATOR



Activision have just announced that they've signed a licence for the latest US box office smash, *Predator*, which stars none other than Arnold "Animal" Schwarzenegger.

In *Predator*, which has been described as "a cross between *Alien*, *Rambo* and *Southern Comfort*", Big Arnie plays Major "Dutch" Schaefer, the leader of an elite military rescue team being stalked by a hunter from another plant in the jungles of South America.

Activision are planning to release the game in October to coincide with the film's UK premiere, and are clearly hoping that their spin-off will share some of the parent movie's phenomenol success in the US, where *Predator* grossed and extraordinary $12 million — in its first three days on general release!

AMIGA-PAINT THROWN IN

In order to promote sales of the Amiga, Commodore have announced that in future a free *DeLuxe Paint* will be given away with each A500 sold. This paint and graphics package from Electronic Arts normally retails at £79 plus VAT, and has achieved world-wide sales to around 80% of those already in possession of Amigas.

"The superb creative graphics possible with *Deluxe Paint* make an unbeatable introduction to the Amiga's capabilities," says Tom Hart of Commodore.

And, according to Electronic Arts' Mark Lewis, "the power to draw and paint in any 32 clours at once out of the Amiga's 4096 colours and create straight lines, smooth curves, shapes and textures simply by moving and clicking a mouse has to be seen to be believed."

USA vs UK ARCADE WARS

Presumably to celebrate their own entry into the wacky world of arcade games with their recently-announced Arcadia label, Mastertronic have decided to stage a coin-op championship between teams from the USA and the UK.

Even as we write, heats are furiously being organised, and of course there will be a crack *CU* team competing. Those teams that successfully negotiate the heats will get to play the US national arcade game champions at the PCW show in September. Watch this space.

Cwmbran Archon Compo

If you're an *Archon* fan, and you happen to be in or near Cwmbran on August 22, you should seriously consider entering the second annual *Archon* championships being held in the town's Soft Centre shop.

For one thing, according to Soft Centre's Dale Bradford, a self-confessed *Archon* freak, there should be at least one hundred *Archon*-ites competing for one of the splendiferous prizes contributed by, among others, Electronic Arts. And for another, all proceeds of the day's fun and games will go to LATCH, the children's cancer and leukiemia research charity. The entrance fee for competitors is a piffling £1.50 and entries should be sent to Soft Centre, 30 The Parade, Cwmbran Town Centre, Gwent, before August 21.

Digital Integration Sim Extravaganza

Digital Integration have just announced not one but three simulations that we can expect to see on the shop shelves before the year is out.

Most eagerly awaited will probably be the *F-16 Combat Pilot* sim. In this you'll be invited to "use a complex payload of avionics to search, locate and destroy targets irrespective of weather conditions" and to control "a variety of modern weaponry including AIM Sidewinder and AMRAAM missiles, AGM Maverick, laser guided bombs and 30mm cannon to survive and win". The simulation is based closely upon the actual characteristics and capabilities of the General Dynamics F-16, the compact multirole fighter used by the USAF and other allied air forces.

In their *ATF* (Advanced Tactical Fighter) sim, you'll be asked to do much the same things, but this time at the controls of the low-flying and virtually undetectable Lockheed YF-22A.

And if you happen to be one of those mild-mannered souls who like a simulation, but get queasy when near warplanes, you may well be interested in Dig. Int.'s *Bobsleigh*, which recrates the thrills and spills of that popular Winter Olympics event, offering to the gamer "an unrivalled feeling of speed and conering" while competing on both World Cup and Olympic tracks.



ime.



Slaine, the Celts' answer to Atilla goes into warp spasm at the prospect of appearing on the 64.

SLAINE

Fans of *2000 AD* and in particular of Slaine The Barbarian will be going into convulsions at the news that Martech are to release a game based upon the adventures of the lovable Celtic warrior.

For the three people in the universe who don't know, Slaine is a rather excitable and very violent ancient Briton fighter who wanders the land in the company of his dwarf friend Ukko slaying dragons and anything else that incurs his easily excited wrath. And when he get *real* angry, he flies into one of his famous "warpspasms", a phenomenon which can only translated as a "totally over-the-top killing frenzy".

To welcome Slaine into their fold, Martech are giving away five stunning Slaine T-shirts, which bear the appropriate legend "I'm Warped", to the first five *CU* readers who can tell us the full titles of these three famous ancient warriors:

1. Asterix The ----
2. Attila The ---
3. Genghis----

Answers, on a strangled Saxon, to Slaine Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Smith Survey

Do other people think you're quiet? Shy? Posh? Or just plain boring? Well, according to WH Smith's recently-commissioned survey on the way young people spend their leisure time, at least some of your non-computer-owning mates think this way. On the other hand, you are generally considered to be brainy — by a whopping 86% of those unlucky folk not in possession of al computer

The survey, carried out by market research organisation Millward Brown, reveals that about three fifths of people between the ages of eight and fifteen have a computer at home, and half this figure reveal that they liked using theirs "a lot". This figure apparently approximates with the number of people who said they really enjoy listening to records and well exceeded the figure for those who enjoy reading books.

Although middle class folk were more likely to own a computer than those in lower income brackets, the difference between the number of computer-owners in the top socio-economic grouping (65%) and the bottom one (49%) is not that marked. More significant than income grouping seems to be sex — a significantly smaller percentage of girls than boys use computers regularly. Come on girls, get with it!

Finally, the survey also throws up one interesting statistic regarding the attitudes of young people's parents to computers — despite both the widely acknowledged importance of computers in present and future society and young people's own high level of interest in home computers, only 18% of parents surveyed considered that it was very important that their children should use computers, whereas 71% felt very strongly that their offspring should read books. Makes you think, eh?

Six of the best:
Elite have just announced the impending release of *Hit Pak Vol. II*, due in your shops in September. This compilation, which will retail at just £9.95 on cassette (£14.95 on disk), features five exceptionally popular old games — System 3's *International Karate*, *Light Force* and *Shockway Raider* from FTL, Cascade's *Ace*, and *Into the Eagle's Nest* from Pandora — and, as an added bonus, a previously unreleased Elite game named *Batty*.

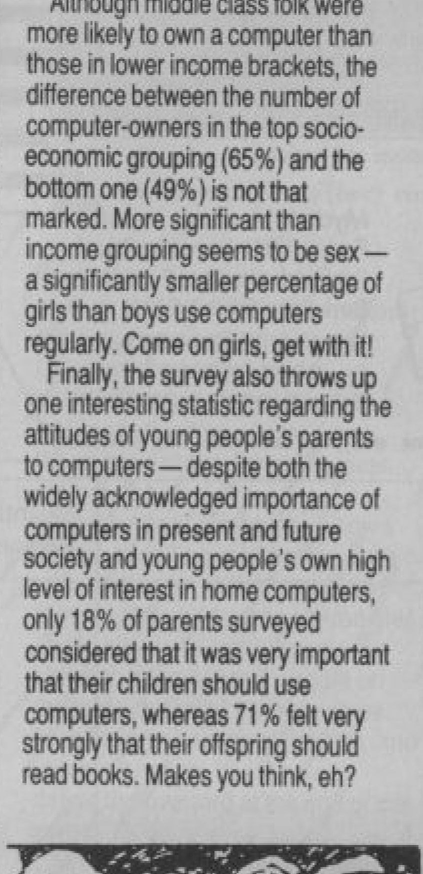
Framed:
Tired of looking at that blank spot on your wall left when you finally couldn't face staring at your old Sicko Simpo Yuknik pin-up any longer? Well, to celebrate their new whodunnit for the 64, Argus Softare have produced some charming poster of *The Detective*. Anyone wishing to posses one of these desirable wallcoverings — free — should send a stamped self-addressed envelope to "Detective" Poster, Inter-Mediates Ltd., 2 South Block, The Maltings, Riverside Way, Sawbridgeworth, Herts CM21 9PG.

Amiga Barbarian:
Fans of Maria Whittaker — and many others, no doubt — will be thrilled to her that Palace are soon to release an Amiga version of their swordfighting smash. So now you'll be able to get an even clearer infinitely more graphic view of that charming decapitation feature, and of the fair Maria watching the contest from her gilded cage. Now you'll be able to the hear that clash of steel against steel and the hideous cackle of the undertaker-monster in stereo. Yes, all these things will be yours — provided you've got an Amiga, and £14.99 to spare.

Grovel: Apologies to a rather miffed Microprose we were horrified to read that *Autoduel* was going to cost a stupendously outrageous thirty quid. The real price should be £19.99.

COCONUT CAPERS

A bulky package containing one slightly squishy *Bounty* bar has just landed on our desk — this is Gremlin's way of letting us know that Jack The Nipper, that misbehaved little tyke, is about to embark upon another adventure. This time our be-nappied hero is loose in the jungle, with his enraged father in hot pursuit. Jack swings about the ropes, escapes from marauding natives or, alternatively, lobs coconuts at them (hence the *Bounty* bar, wethinks) avoids lion traps, evades crocodiles, and generally makes an infernal nuisance of himself — his mum must have forgotten the baby wet ones again!



BRANDED DISKETTES. LOWEST PRICE. GUARANTEED.

Mydisk is a fully branded, fully tested diskette, backed by a 2 for 1 lifetime guarantee. At prices that are lower than you could buy unbranded products for.

Mydisk comes in two sizes – either 13 or 27 diskettes. They have a sturdy cardboard box, envelopes and write protect tabs.

See our pricing below! Order today to store your vital data on Mydisk high-quality diskettes.

£6.99* incl VAT
box of 13 disks.

*Price per box for 10 boxes of product 1001.
Trade enquiries welcome.

Product No.	Description	Price per box of 13 disks 1–5	6–9	10+
	box of 13 disks			
1001	5¼" Double Sided/Double Density 48 tpi	7.99	7.49	6.99
1002	5¼" Double Sided/Quad Density 96 tpi	9.99	9.49	8.99
1003	5¼" High Energy 1.6 Mb	13.99	13.49	12.99
1004	3½" Double Sided 135 tpi	16.49	15.99	15.49
	box of 27 disks	Price per box of 27 disks		
1001-1	5¼" Double Sided/Double Density 48 tpi	13.99	13.49	12.99
1002-1	5¼" Double Sided/Quad Density 96 tpi	15.99	15.49	14.99
1004-1	3½" Double Sided 135 tpi	31.49	30.99	30.49

Prices are inclusive of VAT, but exclude postage and packing.
See below for details.

Mydisk

Mydisk Limited
Farley Hall, London Road
Binfield, Bracknell
Berkshire RG12 5EU
Telephone 0344 863681
Fax 0344 863999
Telex 849999 NETNYN G

2 for 1 lifetime guarantee.

If a Mydisk diskette fails in use, for as long as you use it, Mydisk will replace it with **two disks**. Understandably, we cannot guarantee damage resulting from misuse, nor can we assume responsibility for consequential damage.

Product No	Description	Quantity Required	Price £
		Sub Total £	
		Postage & Packing £	
		Total £	

Postage and Packing:
Royal Mail
13 pack (up to 4 boxes) £3.00. Each additional 4 boxes £3.00.
27 pack (up to 3 boxes) £3.00. Each additional 3 boxes £3.00.
Securicor 13 pack = 380gm. 27 pack = 750gm.
0–25kg £5.50 25–50kg £9.50
50kg+ Free Delivery.
(For next am delivery please add additional £3.50 per 25kg.)

☐ Recorded Delivery ☐ Securicor ☐ am delivery

Please rush me my disks within 14 days.

Name/Company ______

Address ______

Postcode ______
Telephone ______
Type of Computer System ______

Please send to
Mydisk Ltd
Freepost (RG1475)
Bracknell
Berkshire
RG12 1BR

Cheques should be made payable to Mydisk Ltd.

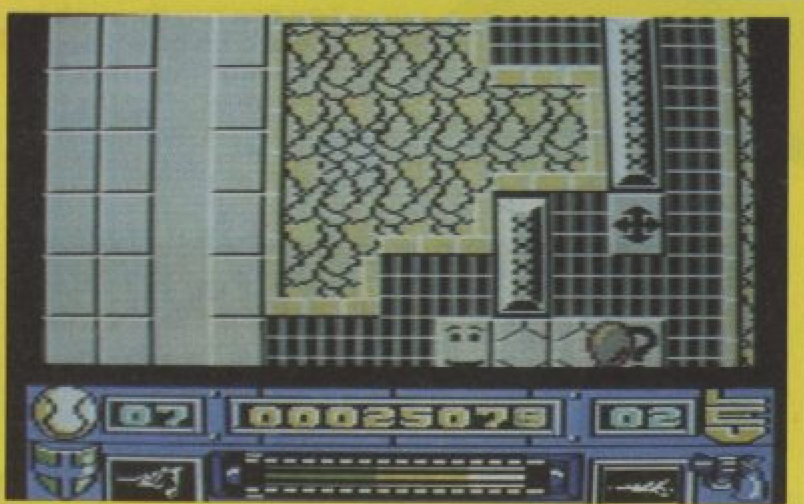
Restore the ball's energy at the pump station



RE-BOUNDER

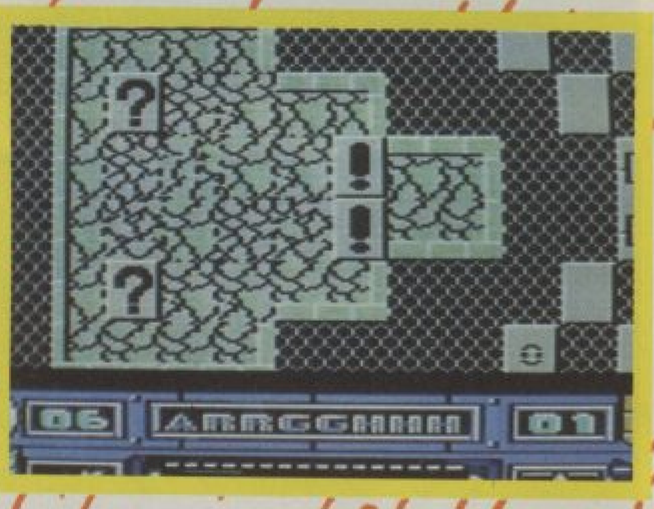


Rebounder bounces back bigger and better



Nice marble effect on the backgrounds

Gremlin
64/128
Price:
£9.99 cass
£14.99 disk



Question marks may be good or bad

It all started with *Bounder* you see. That was way back in the mists of time, the dawn of creation, early 1985 if I'm not mistaken. That was when it all began for me. I was well impressed with *Bounder*.

What I'm getting at here (actually I'm not all that sure myself), is that, on the whole, Gremlin produce some pretty whacko stuff, but what's all this *Re-Bounder, Bounder II* — the sequel business, normally trotted out by less right-on software houses with little imagination and less scruples. As in 'lets dig out that one that did a bomb a couple of years back, everyone will have forgotten about it by now. We can hack the code about, bung a few new sprites in here and there, change the packaging, double the price and buy the marketing manager a new car'.

To be fair to Gremlin, *Re-Bounder* is a good game and whilst it doesn't differ enough from it's predecessor to justify going out and buying it second time around, if you missed out the first time now's your chance.

For the benefit of those who don't have a clue what I'm talking about (myself included), *Bounder* and *Re-Bounder* are a bit, well, odd. You control this tennis ball that bounces up and down. It's a bit tricky to get the hang of to start with because you're looking at the thing from above, a bird's eye view.

So this ball's bouncing away like crazy, and the next thing is the landscape starts to scroll away underneath it. The landscape is made up of tiles, only in places there are no tiles, so you have to guide the ball so as it lands in the right places.

There are different kinds of tile and some are better for landing on than others. Grey tiles are safe enough and tiles with exclamation marks on gain you extra points. Question marks are less straightforward, if they turn into a smiling face when you land on them, good news; frowning faces are not so hot.

Two kinds of tile which will give you an added bounce are the ones with arrows on, which enable you to jump further, and pump station tiles. These allow you to pump up your ball with a five second waggle on the joystick. Smart bombs can be found lying on some of the tiles, and you must collect 16 of these to defeat the overlord at the end of the game.

Oh yes, I forgot to tell you about the plot. Some nonsense about an overload turning you into a tennis ball and you getting revenge. Why can't they just say "this is a game where you control a bouncing tennis ball, it's good fun, and you don't have to read a load of old cobblers about overlords at the evil warriors before playing it"?

As well as the dodgy tiles there are aliens about, which you must shoot as quickly and accurately as you can, any contact with these means drastic energy loss, or worse still, instant death — fortunately you are endowed with five balls — at least to begin with. You'll need every one of them too. For the first half hour, trying to shoot aliens and look where you're going at the same time proves to be almost physically impossible.

There are many levels to the game. No, I don't know how many. Why not? Because I didn't finish it. What do you want, blood? I know there are some cheat modes, it says so on the start screen. The infuriating thing is they're probably the same, or similar to those for *Bounder*, which I once knew but have now forgotten.

The verdict? OK, maybe I was a bit heavy with the 'Gremlin rip-off angle". Like I said, it's a good game if you didn't catch it first time. One other thing I ought to add is that where games of this type are concerned I still don't think there's anything to touch *Trailblazer*, which, funnily enough, is also by Gremlin.

Ken McMahon

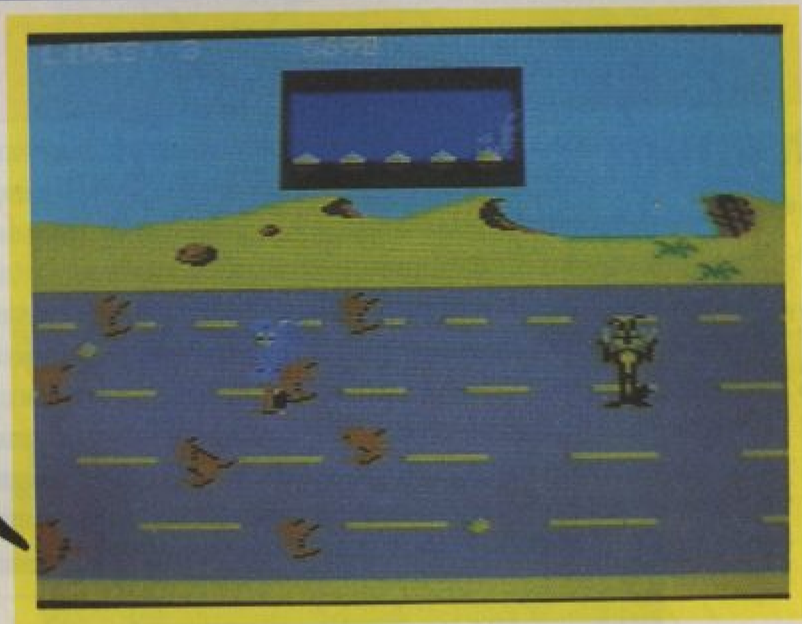
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall

ROAD RUNNE

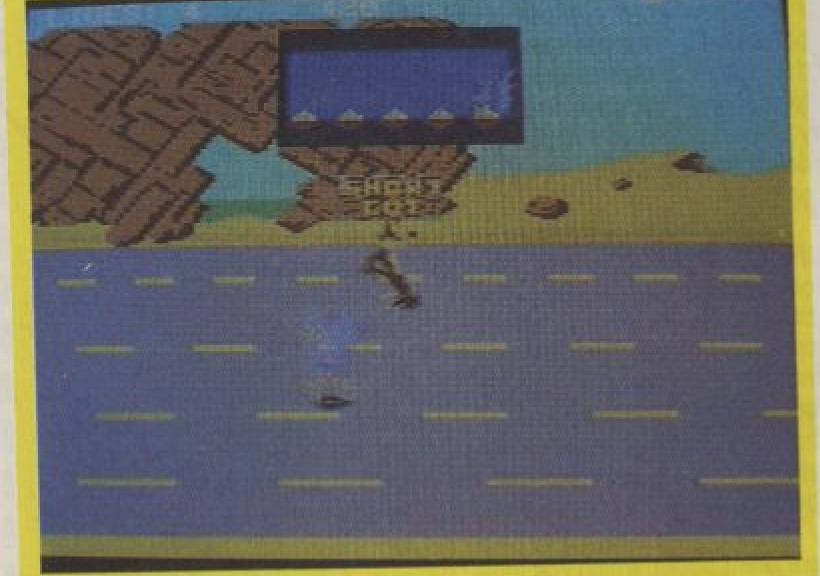


You can run through the brown obstacles on the road. (No, I don't know what they are.) — they just slow you down.



64/128
Price:
£9.99/disk
£14.99/disk

The start of Level I — the mazes soon get tough though.



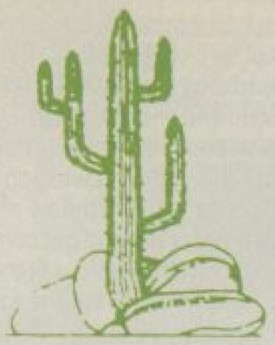
You would have expected Wile E Coyote and the Road Runner to have made a speedier appearance but it appears that even the quickest things in the Arizona desert slow down a bit when it comes to rendezvous time with the 64 gaming fraternity.

Is it worth the wait? A guarded yes has to be the answer with one huge reservation. The loading system. We are talking multi-loads of extraordinary tediousness.

Anyone who has played this popular coin-op will know about the incredibly generous gift of a short cut to Level II right smack bang at the beginning of the game. This effectively means that any gamer who can hold a joystick can always begin the game on level II. So — there's me, esconced in the computer room yelling "Beep Beep" doing my best to annoy Scrivo the Ad man as the game loads. Up it comes and I dart straight through



Nice one — Road Runner sends an ACME truck careering towards Wile E Coyote.



the short cut to be greeted by a buzz of monitor interferance as Level II loads. That didn't exactly get the game off to a good start. Three seconds of game play after a three minute wait for the thing to load in the first place. Not exactly fun city.

The multi load is messy and I am playing it from disk — it's worse on the cassette version. Here's what you'll have to do to get started if you buy the tape: load side one until you get the title screen up, flip the tape, press fire on your joystick to clear the screen (the instructions forget to tell you to do this) rewind it, and then press play to load the first level. Each of the other levels takes a minute or so to load and you have to rewind and load again when you lose all your lives. Sure, you have this short-cut which allows you to load the screen where you left off but I found ths little consolation — particularly as *Road Runner* is a game that challenges you to see how far you can get. I frequently found when I was playing the tape version (I tested this version seperately) that several goes would end in exactly the same place — the bit I was stuck on — punctuated by the two loads it took to get me back to have another go. Slow, tedious progress.

I don't like having to kick off my review by dwelling on the short-comings of a load system — but it really does place a huge question mark over the viability of the tape version.

The game itself — when you finally get it up and running and get stuck into some of the tougher levels isn't at all bad. The quality of the original Atari coin-op shines through.

Its basically about dodging the Coyote, eating the seed, and seeing how far you can get. The piles of seed are energy giving — and you will faint if you miss five piles of seed in a row.

Wile E Coyote employs a variety of objects to attempt to catch your Road Runner. The most impressive of these is his chopper armed with bombs — pretty mean as he buzzes you from above. He is also quite deadly on his pogo stick — much more so than he was in the original. He's easy enough to dodge when he's on his skateboard or rocket.

As you avoid Wile E you also have to attempt to get to the end of the level which scrolls from right to left. Some of the levels have quite intricate mazes — often leading into a narrow dead end path where that Coyote can trap you.

When your progress further into the game some of these narrow paths have the added danger of cannons firing at you.

Points are earned by eating the seed and destroying the Coyote — the bonuses being totalled at the end of each level.

The real skill in *Road Runner* is learning how to turn the various ACME Road Runner devices against Wile E himself — in the true tradition of the cartoon strip.

Its fairly easy to do this at the beginning of the game. Almost by sheer luck or accident you can get the Coyote flattened by the trucks rolling down the desert highway towards you.

Its not quite so easy to turn the cannon fire on him or have him crushed by the boulders on level two.

Other complications as you progress through the levels are the mines that have to be hopped over and glasses of lemonade that take a few precious seconds to drink but earn you extra points.

Manoeuvring your Road Runner is the key to success — particularly the art of tight cornering in some of the narrow pathways. This is not easy in the mazes as the Road Runner has a tendency to stick and move jerkilly at certain points. This is a failure of the conversion as in the original the Road Runner responds precisely to the joystick.

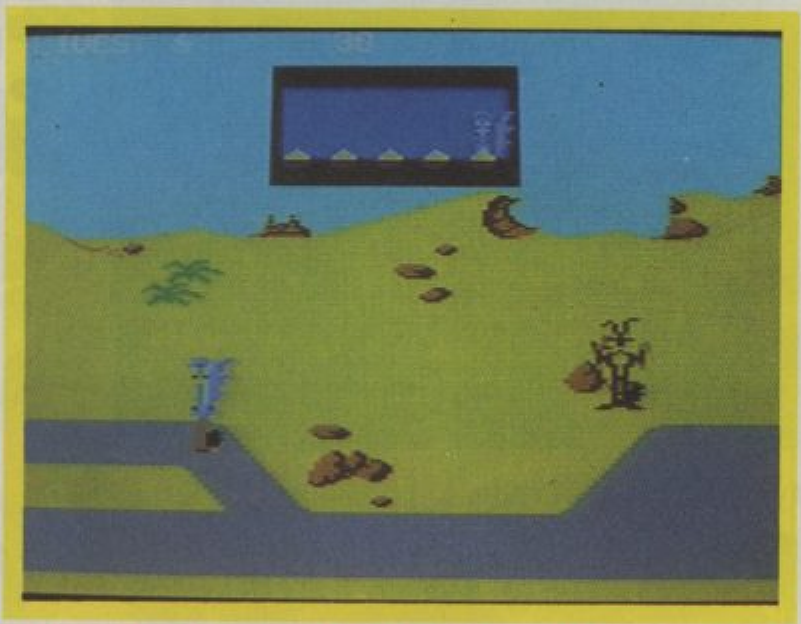
Another department in which this conversion fails to deliver is with the graphics. Although the overall feel of the desert highway is convincing the ravines on level five lack any detail. I ran straight through one of them — only noticing that it was a ravine when my Road Runner started to fall through the screen.

Musically I have no complaints. The Loony Tunes theme from Road Runner is authentic enough — in fact I can't stop humming it. There are also some frantic pieces of music accompanying the various levels.

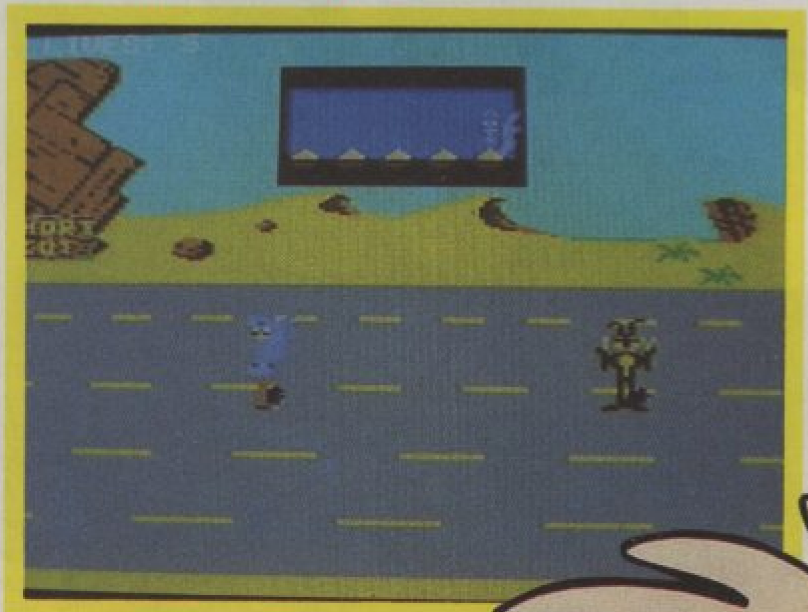
The main feel of the game comes across well enough in this conversion. What really lets the whole thing down is the messiness of the loading system. Because of these problems I would hesitate to recommend the tape version to anyone rather than a hard core fan of the coin op. The disk version is only very slightly impaired by the multi-load problems.

I can't see this one setting the world alight the way *Gauntlet* did somehow. Still, the first person to write in and tell me what ACME stands for can have my review copy anyway.

Eugene Lacey



The short cut to the higher levels is at the foot of the rocks — top left.



Wile E swerves awkwardly enabling the Ed to reach the short cut.



Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

5 Overall

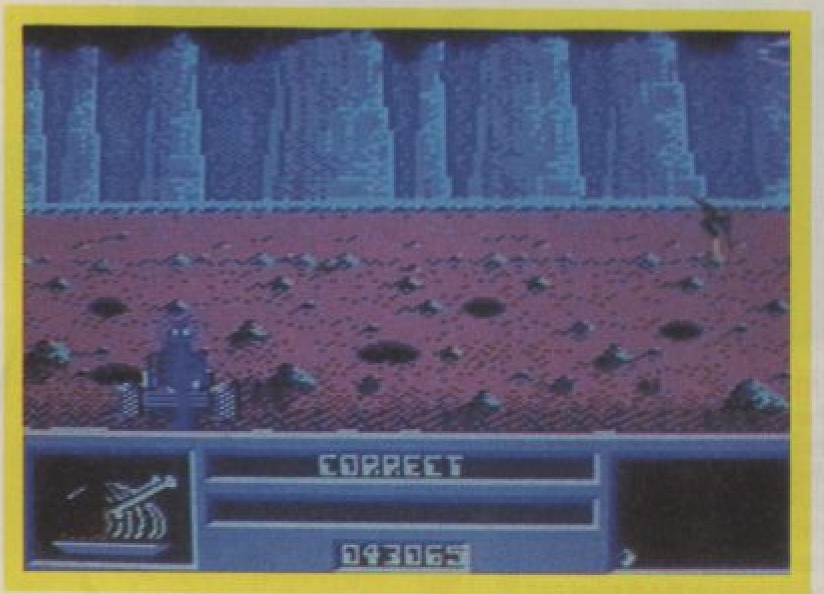


Behind you! It's a tasty griffin.

64/128
Software Projects
Price: £5.95/disk

C.U. Screen Star

STAR PAWS



That chicken bone in the bottom left gets eaten away as your energy recedes.



Stafleet drop off regular supplies.

C.U. Screen Star

Long, long way away from our galaxy. There is a galaxy which is the home for a rare species of bird. This bird is the 'tasty space griffin'. This bird was in fact, so rare and delicious that it became a form of currency.

A nastly little bunch of alien villians decided that they would try their hand at extortion and flood the market with tasty space griffins by breeding them on a griffin stud farm. Stafleet Command (that's the good guys) decided to send in Captain Neil Armstrong (of moon fame) to kill all the fake birdies and so bring the economy back to its senses again, but the stupid Stafleet computer screwed up (*Probably a spectrum! — Ed.*) and beckoned captain Rover Pawstrong to aid the mission. You take the role of this not so dynamic dawg and only you can save the economy!

The game begins on the planet's surface. Rover must search the surface for supplies dropped down by stafleet's ships. These are needed to enable Rover with his seemingly cruel task of killing the griffins.

The supplies help in different ways. Here is a run down of what you can expect to find and what you can expect them to do.

ANTI-GRAVITY PAD: A pair of space age roller skates these. They really let you hang loose!

ROCKET: This is fun. Forget running about and blistering your poor little paws, get in one of these C5's on hovers, and be airbourne.!

MISSILE LAUNCHER: Captain Rover may not be exactly Rambo, but what's to stop him having a bit of hardware and showin' them Griffins that even pooches can be ruthlesss.

SPACE EXPLOSIVE: A weapon that would give any blood thirsty sadist a kick. Just press fire and out comes your explosive kit. Wait until the bird's in range and press fire to blow it into little bitty pieces.

MATTER TRANSPORTER: Choose this and Rover will be beamed to his laser gun by Scotty!

GALACTIC BURGER: Yes, McDonalds is so popular you can even purchase your fave plastic-burger in space, and it will boost your energy.

ZAP DEATH BY RAY GUN: Maybe not the most spectacular looking weapon in Rover's artillery, but definitely one of the most effective.

MINING LAMP: You will need this to see in the mines.

BONUS PUZZLE: Anyone who played Split Personalities will enjoy this one, a jumbled picture of Rover you must re-arrange for bonus points.

The place looks pretty much like your average lunar landscape, but beware the stones which you can fall over and lose energy. So jump these.

There are three sections in the game which you will need travel to and fro from. These are the planet surface, the mines which you must go down to find more supplies but mainly to find ammo for the laser which as I am about to tell you is the key of the game.

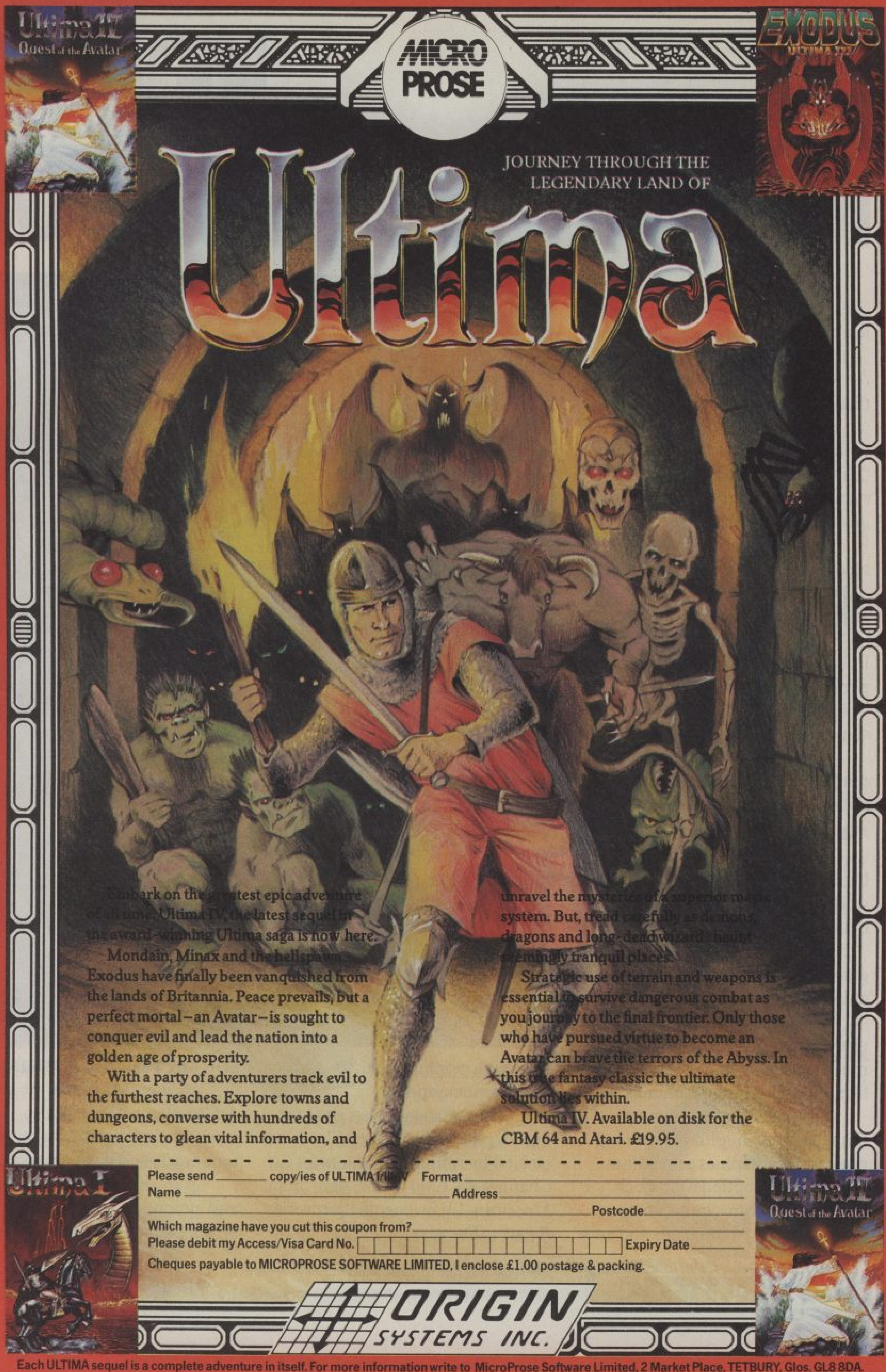
The laser screen is where you will find six of the twenty birds you must kill, it consists of a laser in the foreground and some of the griffins peacefully munching away. The laser at the right trajectory blows these away like sitting ducks. Eight more birds are to be found scattered about the eight levels of the mines, and six roaming the planet surface.

This game is good. Exciting gameplay, pretty graphics, and some great Sir Hubbard toons! Software Projects are dark horses, they stay quiet for long periods of time but then they smack you right on the nose with a game like this — and it's only six quid!

Ferdy Hamilton

Rating	Scale
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall



Ultima IV Quest of the Avatar
MICRO PROSE
EXODUS ULTIMA III
JOURNEY THROUGH THE LEGENDARY LAND OF
Ultima
Embark on the greatest epic adventure of all time. Ultima IV, the latest sequel in the award-winning Ultima saga is now here.
Mondain, Minax and the hellspawn Exodus have finally been vanquished from the lands of Britannia. Peace prevails, but a perfect mortal – an Avatar – is sought to conquer evil and lead the nation into a golden age of prosperity.
With a party of adventurers track evil to the furthest reaches. Explore towns and dungeons, converse with hundreds of characters to glean vital information, and unravel the mysteries of a superior magic system. But, tread carefully as demons, dragons and long-dead wizards haunt seemingly tranquil places.
Strategic use of terrain and weapons is essential to survive dangerous combat as you journey to the final frontier. Only those who have pursued virtue to become an Avatar can brave the terrors of the Abyss. In this true fantasy classic the ultimate solution lies within.
Ultima IV. Available on disk for the CBM 64 and Atari. £19.95.
Please send ______ copy/ies of ULTIMA I/ Format ______
Name ______ Address ______
Postcode ______
Which magazine have you cut this coupon from? ______
Please debit my Access/Visa Card No. ______ Expiry Date ______
Cheques payable to MICROPROSE SOFTWARE LIMITED, I enclose £1.00 postage & packing.
Ultima I
Ultima IV Quest of the Avatar
ORIGIN SYSTEMS INC.

NEW AM

NOW OTHER HOME COM

Amiga 500 is here.

With a mind-blowing array of features and capabilities.

And a £499‡ price ticket (ex VAT), hundreds of pounds less than anyone could have predicted.

"...a miracle of compression..." writes *Popular Computing Weekly**
"...it all adds up to a formidable system which is clearly better than anything else at the price."

This elegant little machine takes family computing into new dimensions of creativity, excitement and productivity.

It outruns and outguns office PCs as a business multi-tasker, performing a deskful of different jobs simultaneously, at over 7 million steps per second in realtime.

So other home computers may not be the only machines it consigns to the toy cupboard.



AMAZING SCIENCE FACT!

Amiga is used by Disney, Universal and other Hollywood studios for its dazzling 3D graphics manipulation and animation powers.

A sophisticated high-speed graphics processor called a blitter chip transforms images in realtime.

You can paint the screen with more than 4,000 colours. Create and modify designs and effects as you like, with pin-sharp resolution.

You command an almost limitless workshopful of stunning professional graphics capabilities.

With an optional Genlock interface, you can capture images off videotape. Manipulate and mix them with graphics. Then re-transfer them to videotape!

This means you can produce spectacular special effects like those created by Amiga computers for Channel 4's *Chart Show* and the American TV science fiction series *Amazing Stories.*

YOU AIN'T HEARD NOTHING YET!

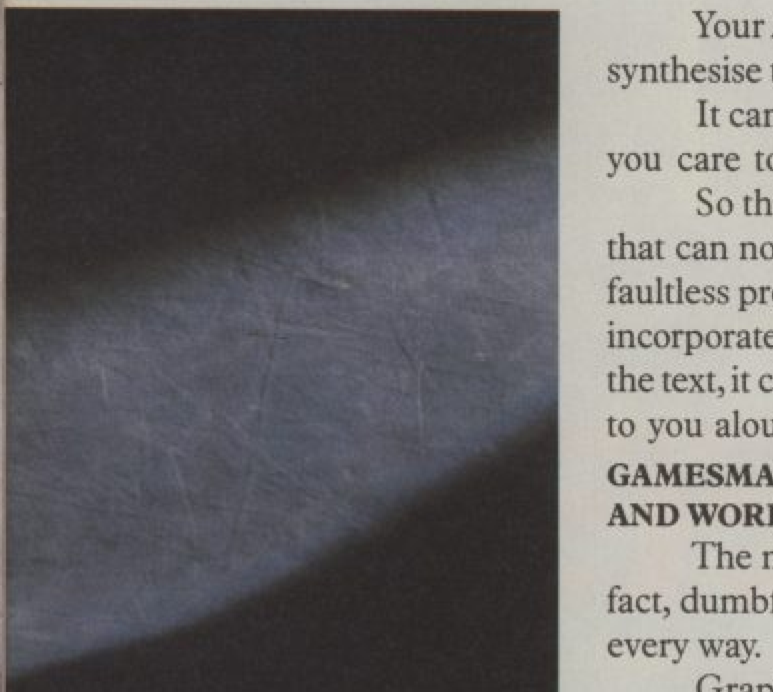
Concealed within the sleek Amiga shape, there is also a pro-quality sound synthesiser and four-track stereo sound system.

Driven by another powerful and unique custom chip, it can synthesise musical instruments and

‡Includes DeluxePaint from Electronic Arts worth £79 + VAT! (Excludes monitor or TV modulator.)

COMMODORE BUSINESS MACHINES (UK) LTD, COMMODORE HOUSE, THE SWITCHBACK, GARDNER ROAD, MAIDENHEAD, BERKSHIRE SL6 7XA. TELEPHONE: (0628) 770088. TELEX: 846057 CBMUKLG.

MIGA 500.
MPUTERS ARE JUST TOYS.



sound effects.

An optional digitiser allows you to take onboard real sounds. Mix and modify the two. Translate your compositions from keyboard to sheet music. Play them back through the monitor's speaker or your hi-fi.

Your Amiga can also synthesise the human voice.

It can speak back anything you care to write on the keyboard.

So this is one computer that can not only word process with faultless professionalism, and incorporate superlative graphics into the text, it can also read the text back to you aloud.

GAMESMANSHIP AND WORKMANSHIP!

The new Amiga 500, in fact, dumbfounds its competitors in every way.

Graphics, stereo sound, multi windowing, multi screens, 512K to 1Mb RAM (expandable by an incredible 8 further megabytes externally**), 3½" internal disk drive with 880K of mass memory, 4 unique dedicated chips plus the 16/32-bit power and 7.14MHz speed of its central processor, communications and vast expansion potential all add up to a computer of immense professional capability.

Yet the same technology allows the Amiga 500 to play games so mind bending that only full-scale arcade machines have been able to play them until now.

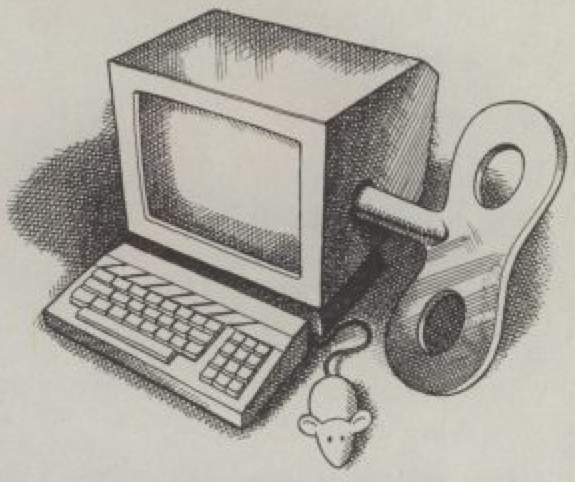
AND AMIGA MEANS 'FRIEND'!

However many of the Amiga's extraordinary talents you find yourself using, they will all be beautifully simple and natural.

You will be totally at home in the friendly and effortless Amiga environment, where everything happens by windows, icons, mouse and pulldown menus.

And the Amiga 500 simplifies life in another way too.

There is now no comparable home computer. At any price.



Try the astonishing new Amiga 500 at your nearest Commodore Amiga dealer.

And discover why *Personal Computer World*†, having tested the graphics performance of Amiga's latest and most powerful rival, concluded "...Amiga still reigns supreme..."

AMIGA

Commodore

**Popular Computing Weekly*, 22-28 May 1987. †*Personal Computer World*, February 1987. ***Subject to availability.*



A swift kick in the throat clears your path





STREET FI

Can Ocean kick ass with *Renegade*? We sent CU's very own street fighting man, Mike Pattenden, up to face the Manchester Reds. Did he get out alive . . . ?

It was nearly noon when I walked out of Manchester Piccadily station. The sun was burning fiercely in the sky and the sweat stung my eyes as I walked down the hill. It was the kind of day that could turn a packed city into a powder keg. A short squat figure blocked my path as I turned the corner.

"You Mike Pattenden?"

"Yeah, want to make somethin' of it?"

"You'll be wantin' a *Renegade* preview?"

"S'right."

"Get in."

Ocean's Paul Patterson whisks me through the mean streets to the Ocean hideout way down on the notorious East Side. I'm ushered into a small room. Two guys are sitting down at a table. One of them is well dressed, silk tie, snakeskin shoes and Givenchy aftershave. He's their lawyer, I figure. The other looks like he rips beer cans apart with his teeth and tortures little puppy dogs and kittens for kicks. I throw a wild guess that he's the Chief Programmer there.

"Sit down, Pattenden," snarls the dog beater.

The lawyer smiles a slimey smile. "We need to get a few things straight before we let you see this."

I figure I'm in for the third degree with these sleezeballs.

"You hacks gotta understand a few things about our business," begs the lawyer.

"You guys better start watching your mouths or you're gonna be spittin' teeth," snarls the cat crusher.

It seems the boize at Ocean are a little cheesed at the cynical sniping of us hacks at some of their products. A particular review (in another mag) has niggled them more than they care to admit. A journo criticised them for releasing old arcade games like *Donkey Kong* with the tart comment "I suppose we'll be wearing flares next". At first I thought this was justified indignation at the suggestion any of them would be seen dead in a pair of swishies, but no, it's the fact that someone had the temerity to slag a game because it was "old".

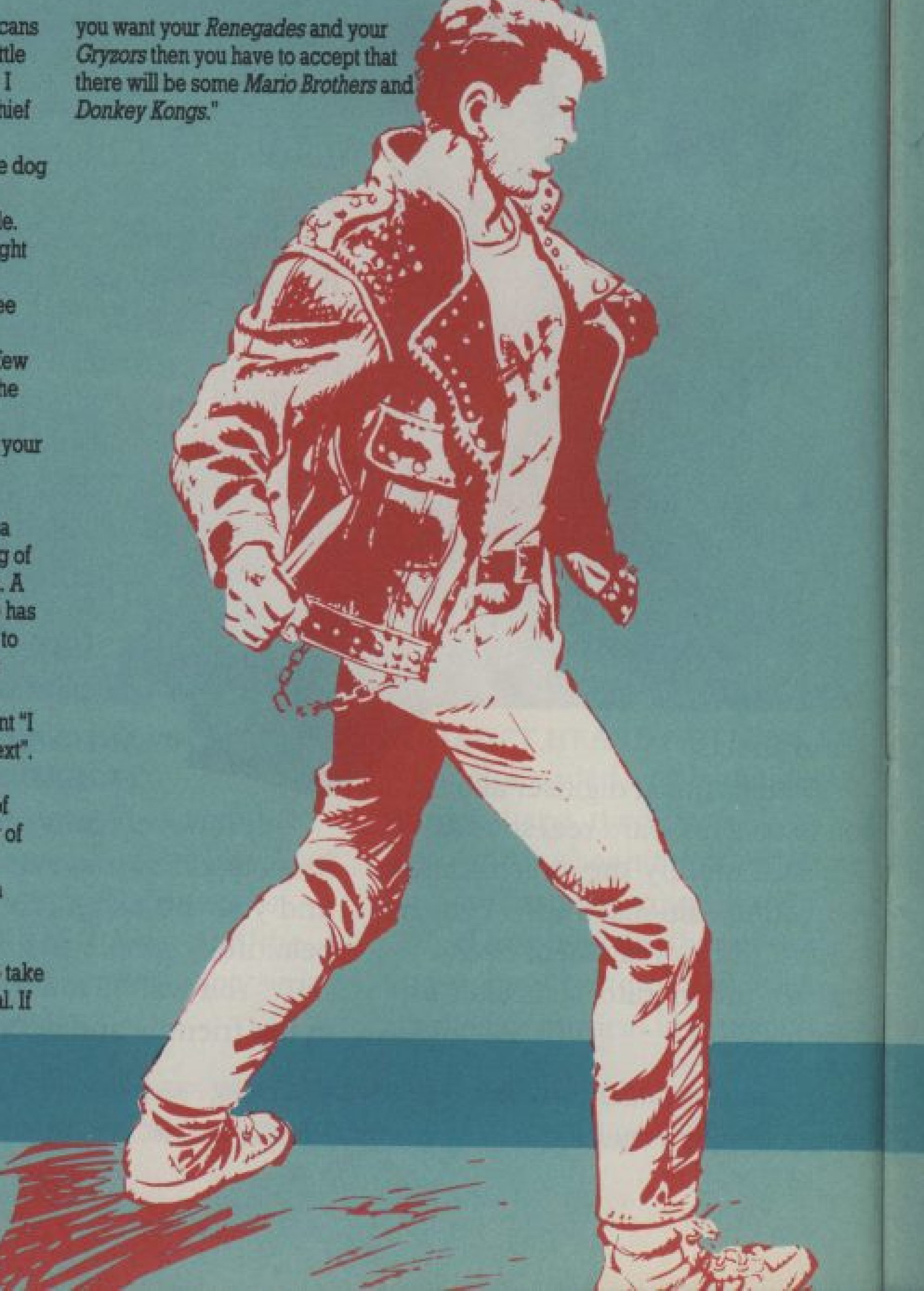
"What people out there don't understand is that often we have to take these games as part of a larger deal. If you want your *Renegades* and your *Gryzors* then you have to accept that there will be some *Mario Brothers* and *Donkey Kongs*."

It's like the record industry says the man in charge of the programming, Gary Bracey. There's serious music and the charts, there's cult stuff and there's music that people obviously want in large numbers. "How else can you explain something like that 'Star Trekkin' getting to number one?"

"Are you comparing *Donkey Kong* with 'Star Trekkin'!" I laugh.

"No obviously not, but we're trying to say that there is a market for that kind of stuff."

Ocean are concerned to point out that although there have been a few problems in the past with lateness and quality, these problems are behind them. Much of the programming is being carried out in house by an ever-expanding team etc, etc. Anyone who read last month's guide to softspeak in Hotshots can imagine my brain working rapidly to translate all this into real non-corporate terms. Something smells bovine.



"Can I see the game now please?"

"Sure, but let's just have a look around some of the other projects we're working on."

I'm introduced to the programmer working on *Gryzor*. He's tearing his hair out.

"This just can't be done!" he whirls around, eyes wide in panic. A brief conversation ensues and he returns to the keyboard reassured. Taking on a tough conversion is a thankless task.

Finally, I am ushered into Steven Wahid's room where the *Renegade* programming is going on. "We've had a bit of a hitch Mike," Gary Bracey begins to mutter apologetically. I knew it, I knew it. I raise my eyes skywards in resignation.

It turns out that the project was being put together outside only for the programmer to report back that they could only have half the game. Exit one programmer and it's back to scratch. Which is all a bit of a pain in the arse for



Level One kicks off in the subway

IGHTING MAN



Amstrad shot of level 2 — on the waterfront



one hack with a preview-hungry mob of readers. So what did I get?

Well, the screen shots you see are a mock-up of the first level since although most of the scrolling routines are done along with much of the coding, graphics, as ever, come later. Furthermore, Wahid isn't mad keen on the characters. He thinks they need redrawing. So do I — they're a bit on the blocky side. Nor do I know why some of the guys have lurid green T-shirts. A detailed conversion should be faithful in every respect.

Bearing in mind the problems you've read about with *Road Runner* I enquire about the loading system. It appears that the game will be in two parts for memory reasons, but I am assured that it will load automatically. I consult my dictionary of softspeak, there doesn't seem to be an entry for this. So we'll have to trust them, otherwise I'll have to up-date it.

The intention is to have all the moves in there bar the throw. These, like in the coin-op, will be accessed using keys on the Commodore, although you won't have to hit a jump key as well, you'll be able to use the joystick for that. One other omission is the one that's always missing — the digitised speech that wishes you sarkily "Good luck, punk," and tells you "You're next kid". Par for the course, I suppose but it would be nice one day if we could have these little touches. Perhaps on the Amiga version maybe — whatdyasay guys? "Get lost punk!"

Otherwise though, we're promised everything in the arcade game right down to the finale where Mr K (the Renegade's name) goes outside to meet his girlfriend. (They embrace and his hand drops lecherously.) You'll also get a minor embellishment — instead of stars a little pile of blood forms round the "dead" punks.

We've put in some screen shots from the Amstrad to give you an idea of the later levels. I played this near completed version and it looked very nice. There was one minor problem. I whipped through to the last level after about three goes, sending shock waves of panic through the corridors of Ocean House. They'll be tightening it up a little, I suspect.

That's it. Some previews are near reviews and some previews owe more to clairvoyance. One thing's for sure — those guys at Ocean better not walk down any dark alleys . . .



PREVIEW



WIN A RENEGADE COIN-OP

Bet you can't wait to lay your grubby mitts on Ocean's Renegade conversion. Well you don't have to because we're giving away the original Taito coin-op housed in a sleek portable aluminium case as modelled by the zestful Zodiac Mindwarp (see pp 88/89).

So you'll be able to dis those punks and waste those bikers before anyone else even gets a sniff or urban violence on their 64. How can you win this most treasured casket of inner city mayhem?

What we want you to do is answer three totally and completely easy peasy questions and then compose an utterly def streetwise rap for the CU Crew. Keep the rap down to less than fifty words of chillin' chat. It can be about you, the mag, your cast of the writers but make it mean and make it funny. Here's a quick example:

We'd like to introduce ourselves to you
We're pretty damn mean — we're the CU Crew
'Ain't no game gets in our way
If we got something nasty to say
There's Bohdan Buciak, Ken McMahon
Bill Scolding and Ferdy Hamilton . . .

Well, erm, you can probably all do a bit better than that, but you get the idea. Here's the three (simple) quessies:

1) What leather jacketed motor cycle gang became notorious for biting off live chicken's heads?
2) Which rival gang wears baseball gear in the film The Warriors.
3) What teenage gangs were from the 60's were featured in the film Tommy?

Answers on a severed ear to Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries to reach us by 14th August.



IMAGINE Y



ARKANOID Licensed from © Taito Corp., 1986



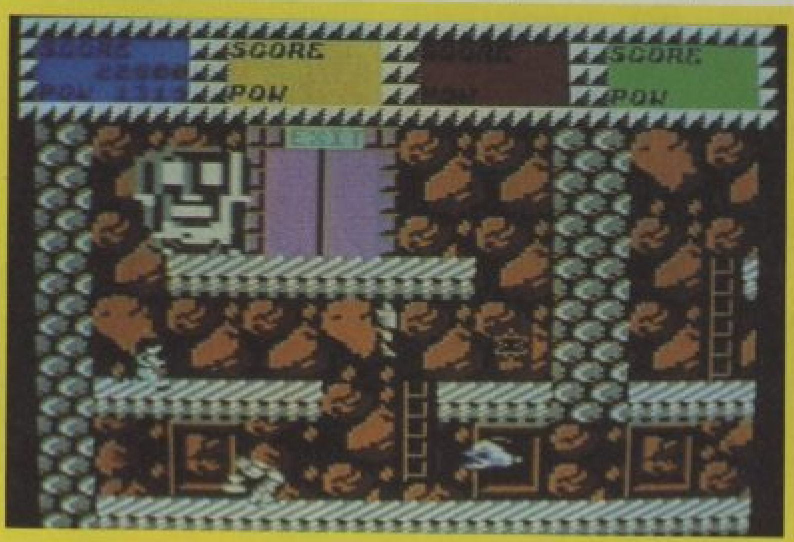
MAG MAX © Game Design Nitchibutsu.

IMAGINE SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHES

Quartet

64/128
Activision
Price: £9.95/cass
£14.95/disk

If there is any justification for all the hype and publicity *Quartet* has enjoyed, it has to be credited to fact that it was the fastest off the blocks in the great *Gauntlet* rip-off. Although other later 64 games such as *Druid* and *Dandy,* were even more faithful copies of the original of the species, *Quartet*'s special claim to fame was simply that it was the second four-joystick console around.



Get past that thing to reach the exit.

I will probably get an ear-roasting from many a gamer for admitting that I thought this was as good as *Gauntlet* in the arcades, if not better. *Gauntlet* on the home micro was welcomed passionately with open arms, can this possibly do as well?

The Quartet are definitely the most highly trained team of professional assassins in the galaxy. So when terrorists overrun a space colony these men . . . oops! and women, are the ones called in to do the kind of jobs other people wouldn't have the guts for.

The four tough guys and gals are as follows:

EDGAR: A ruthless tough guy who is also winner of the "Errol Brown lookalike contest".

LEE: With his wide beam gun Lee shows those aliens just what he is made of . . . also impressing Mary!

MARY: The alien blasting beauty looks simply ravishing in her skin-tight jump-suit, but is not impressed by Lee and his gun.

JOE: The fastest mover in the team, also in Mary's eyes the hunkiest but is she fast enough to stay with him?

The first thing you must decide is which of the tough team you wish to control, and whether you wish to play two players. Once all this trivial rubbish is settled then you and a team-mate (if you choose to play two players) are beamed down to the complex.

The complex is set out in twenty-two levels, each level made up of strange abstract platform formations which can be hopped on and off. The platforms aren't in any way a necessity to use so don't fret, this game has no real platform game element about it. The player must jump around until he gets a jet-pack which makes things a great deal easier, enabling you to dodge and shoot at the aliens in your path.

'Quick! Get the key.'



Get the jet-pack and fly wherever you want.



The aliens are a bit too frequent on the screen for my liking. There are doors in the background where the creatures abviously live, as they flood out of them after you. Calling the aliens 'creatures' was probably not the right choice of word, they are not living things in any sense, and they appear to have a strong metallic connection. Robotic or alien they still pose a severe health hazard to the Quartet.

When first beginning level one, the Quartet team start as fairly slow movers, having only the ability to jump, and the weapons . . . huh! The petty little bullets they fire make water-pistols look like Magnums. As is the current with trendy vogue software houses, this can be improved by picking up different icons for things such as improved firepower, the jetpack that was mentioned earlier, and — straight out of Gauntlet — a magic potion that kills all the enemies on screen like a smart bomb.

To complete a level you must find the key, which is always hooked to what I call a key-monster. You must shoot the key monster what seems a million times, until he disintegrates and drops the key.

Level 1, and all's well!



In between each level there is a presentation screen in which each of the players is given their deserved bonus for the last level's completion. Bonuses are ranked — whoever gets the key through the exit gets the highest bonus.

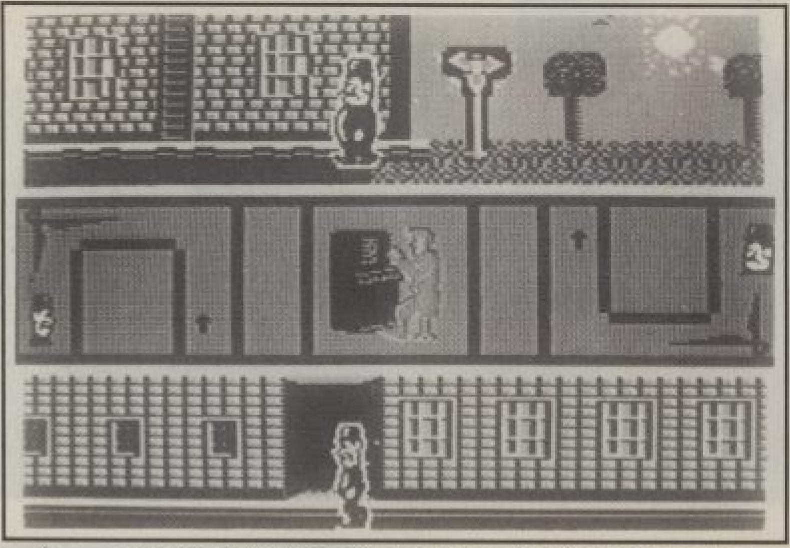
The *Quartet* arcade layout was so successful probably because the sprites were of mammoth size unlike those in Gauntlet, and the view was also a more comprehensible side view. Two months ago I told you how Activision managed to botch up the conversion of a perfectly good motorbike game by the name of *Enduro Racer,* and now they've had another shot at ruining a game.

Don't sweat too much, though. O.K., I think they will happily admit that the graphics aren't up to the standard of the arcade version. In fact they're lousy, whilst the sound just squeezes past the mediocre barrier. Most importantly it is playable and not too bugged, contrary to what I was expecting. Playable, that is, if you can take a little slow movement and flickering. Still for the sheer hell of having a game of *Quartet* in your own bedroom, it's worth a cockle!

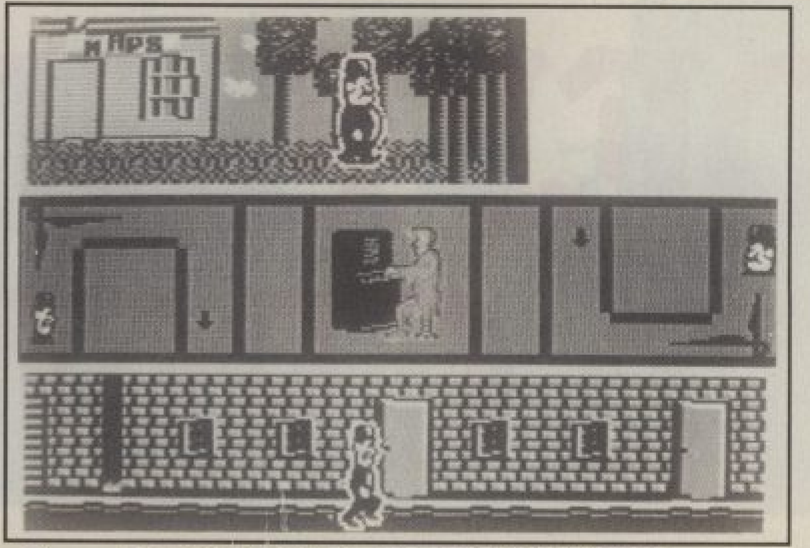
Ferdy Hamilton

	1	2	3	4	5	6	7	8	9	10
Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6
Overall



The pianist tinkles the ivories whilst Stan and Ollie wander aimlessly.



No joy in the Maps Room in this strange, scrolling arcade adventure.

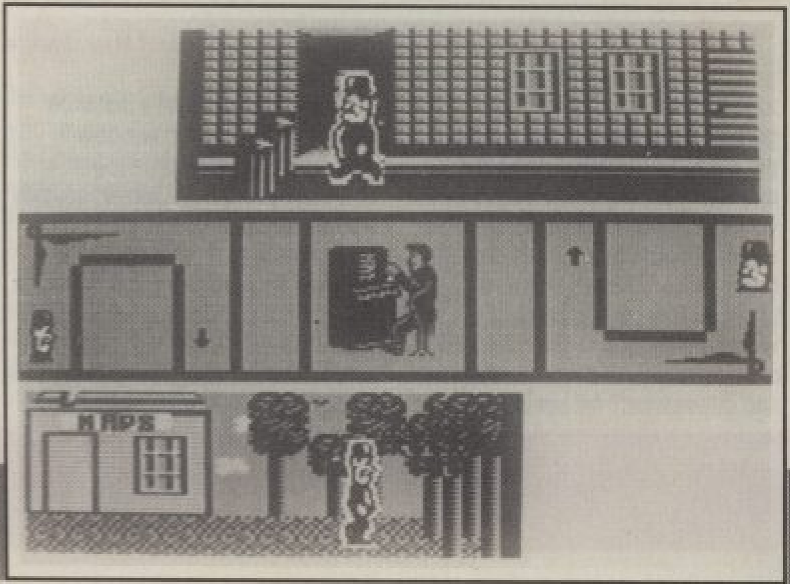
LAUREL & HARDY

Thumbs up for the licence — but a cautious reception to the game.





The gruesome twosome get themselves into another fine mess.



Advance
64/128
Price:
£9.95 (cass)
£19.95 (disk)

Stan and Ollie are in trouble again only this time with each other. While Stan was puzzling over the lock of the local dog catchers van Ollie walked up holding a custard pie. Instead of offering Stan a bite he planted it, not too nimbly, in Stan's face. Stan was last seen on his way to Percy's perfect pie shop to get revenge.

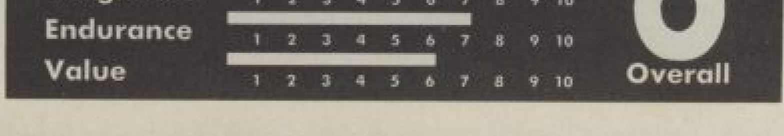
Laurel and Hardy the game is a Spy vs Spy style of game in which either human or computer opponents must hit each other with between one and five flans to win.

The game is set in a small town which is represetned on screen in Cinevision, which is a wobbling, split-screen black and white display showing the area around each player. If the players find a map to plot their route around town this appears in a centre strip along with pictures of any objects they're carrying and a one armed piano player that hammers out the incredibly repetitive Laurel and Hardy theme which will drive you up the wall unless you turn the sound down.

Your main aim is to find flans and fling them in the face of your former friend but you must also keep drinking otherwise you'll slow down though thirst and exhaustion. You can also find a bike to speed you around town (although this won't work too well if someone leaves broken glass in your path), release a dog that will chomp the other player, as well as ball bearings to get your opponent slipping.

The result is an arcade adventure, flan-throwing, get-him-before-he-gets-you game that will appeal to new and old fans of Stan and Ollie.

Tony Hetherington



DEFENDER of the CROWN





64/128
Mindscape
Price: £14.95
(disk only)



England's green and pleasant land as interpreted in Cinemaware.

Defender of the Crown was the first really big game on the Amiga. It combined brilliant graphics with the revolutionary Cinemaware to produce a totally amazing game, with one stumbling block; it was far to easy to complete. The 64 version though is in complete contrast when it comes to difficulty and playability. For probably one of the only times ever the 64 is one up on the Amiga.

For all of you who don't yet know what Cinemaware is, it is the state of the art interactive movie, the inspiration for which derives from actual movies, and it works. It gives the game a distinctive feel, as you rush off rescuing Saxon maidens.

The rough plot to *Defender* is that the Normans now occupy most of the south of Britain, with the Saxons in the north. But the Saxon King has been assassinated, and with no heir to the throne the Saxon kingdom is in disarray. All this is told to you by Robin of Locksley (that's Robin Hood to you) who appears on one of many neat hi-res screens.

To start the game though, you must select one of the four Saxon barons wth weird names like Wilfred and Wolfric. The computer will assign you a starting castle which more often than not is in the worst position (centre of the country surrounded by Normans) The best position is just on the eastern edge of Wales by Gloucester which pulls in seven gold pieces a month. It may not sound much, but when you're running out of armies, seven gold sovs is useful ackers.

A lot of things can happen during one game turn, the best being a distress call from a Saxon maiden. So if you've got an IQ greater than a jellyfish, you'll go and rescue her. After the usual one-on-one combat sequences, the computer informs you that you have rescued her and after a few weeks her gratitude turns to love. Now this is one of the best graphic sequences in the game. You get a three-quarter screen high piccie of you silhouetted against your fire in your bedroom, then on walks the girl you rescued. You move closer, then the picture changes to a large picture of the woman blinking (?). Then another change, this time a rear view of her, and guess what? All her clothes fall off! After that you get a distance view of the bedroom window in which, the figures come together and start snogging! Ooh er, sounds a bit rude. State-of-the-art raunchiness.

When you attack an enemy castle you get the familiar castle graphics with a view of your troops and their catapult in the foreground. As on the Amiga version, you can blast down





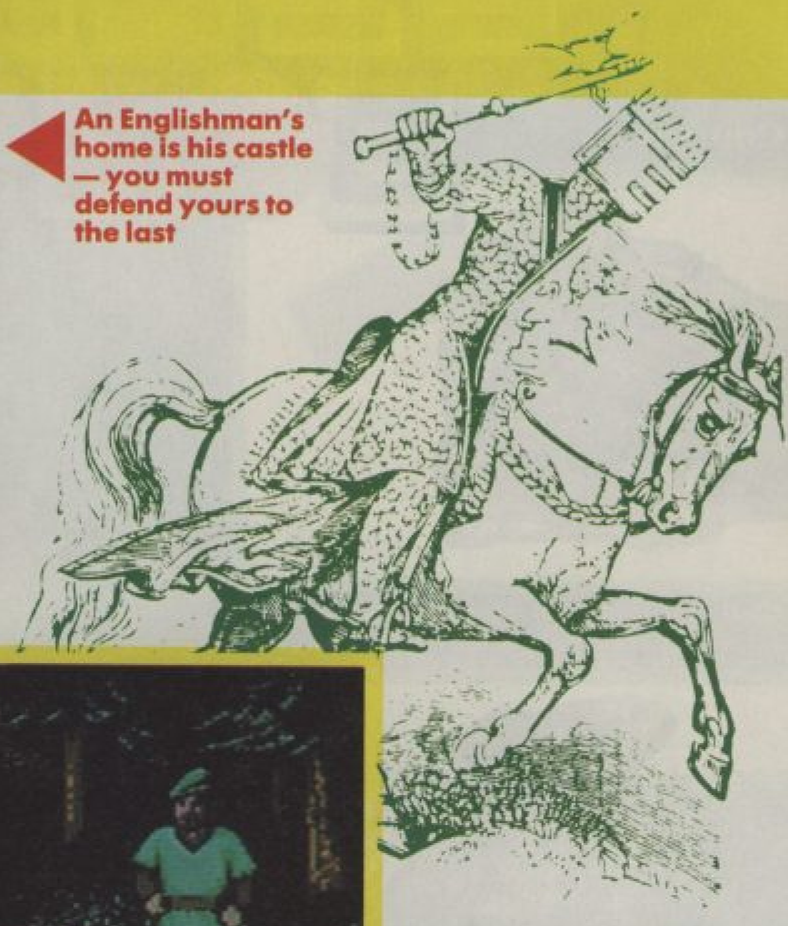
Adversaries square up at the foot of the stairs







An Englishman's home is his castle — you must defend yours to the last







Robin of Locksley warms himself by the fire — but who is his visitor

the wall with boulders, but you can also launch a disease bomb over in the Commodore version. Fire bombs can be thrown over as well to demoralise and occasionally kill the soldiers in the enemy castle.

The tournament is still there as well, and to put it blatantly it's wicked, and apart from some colour changes, is just like the Amiga version, especially when the horses come together on the joust.

I shouldn't really dwell too much on comparisons with the Amiga version as really technically there is no comparison. But though I don't like to say it, I found the 64 version far more enjoyable, even with the graphic differences.

Although available on disk only, I'll still quote that age old corny line, it's worth getting a disk drive to get *Defender* — it's totally brilliant and one of the best games to date on the 64. It's deep, absorbing, addictive and amazing. In fact, it's the game your drive was made for.

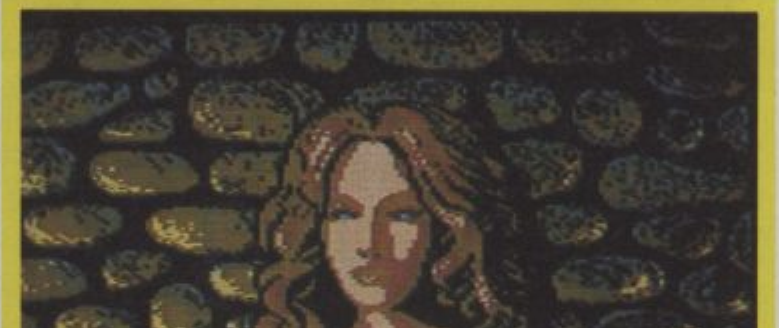
Mark Patterson

Graphics
Sound
Toughness
Endurance
Value

1 2 3 4 5 6 7 8 9 10

9 Overall

Like all recent cliche games there is a fair maiden to rescue



The Ultimate

World Class LEADER BOARD™

Ultimate Golf Courses



Doral Country Club – the great Blue Monster where there's almost as much water as grass to overcome.



The Gauntlet – designed to create the greatest test of a golfer's true skills and abilities. Few courses combine such a searching trial of accuracy and courage, harrowing and perilous in the extreme.

ULTIMATE FEATURES

- Full scoreboard printout.
- Course Editor allows you to arrange any of the holes from all four courses to form your own personal 18 hole golf course. (Disk)
- More trees (upto 192 per hole), traps and rough.
- Practice putting green and driving range.
- Improved graphics and playability increase difficulty and add realism.
- Aerial view gives you a bird's eye view of the course and your position.
- One to four players can compete in MEDAL, MATCHPLAY and BETTER BALL competitions.
- Realistic choice of club, distance, type of shot (hook, slice or putting).
- Unlimited backups of World Class Leaderboard can be made for your archives. (Disk)

ACCESS™

EUROPEAN COMPUTER

In honour of the outstanding excellence of this, the ultimate golf game, U.S. Gold have organised a competition to find the European Computer Golf Champion of 1987. In every World Class Leaderboard game there is a scoreboard. Practice your skills, test your courage and then play your best possible round on the Ultimate course – The Gauntlet – Record your best score, have it verified by an independent witness and send it to U.S. Gold. Novice, Amateur and Professional – there's a prize for each:–

Golf Challenge



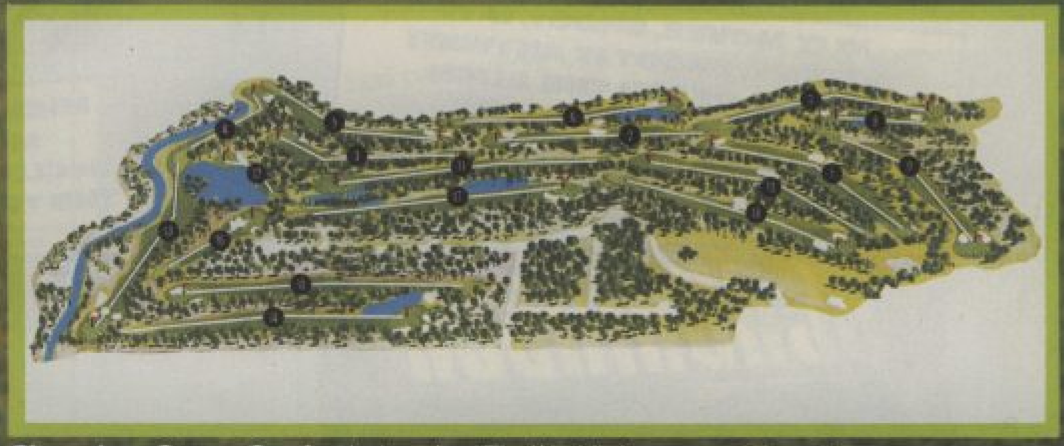
U.S. Gold proudly present the final challenge in the Leaderboard series – World Class Leaderboard – the Ultimate test of your skill and judgement, the unparalleled successor to Leaderboard and Leaderboard Executive. Now you have the opportunity to play the same courses that have challenged golf's greatest legends, three famous and classic 18 hole golf courses in which each hole is authentically reproduced for distance, traps, trees and water hazards.

- *St Andrews*
- *Doral Country Club*
- *Cypress Creek*

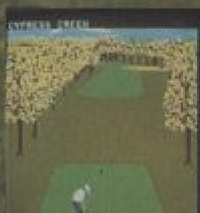
And the fourth, the "Gauntlet Country Club" has been specifically designed for the "World Class Leaderboard" challenge – only those who can master the testing conditions of the best golf courses in the world will come near to mastering "The Gauntlet".
Whether at novice, amateur or professional levels, "World Class Leaderboard" will challenge you with the same demanding strategy, skill and decision making options set by its real life counterpart.



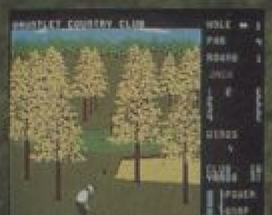
St. Andrews – "The Home of Golf" where the Royal and Ancient was founded in 1754, St. Andrews is a classic golf course of huge greens.



Champions Cyprus Creek – designed as "The World's Largest and Finest" has proved to be one of golf's most testing challenges.







screen shots from CBM 64/128 version

CBM 64/128 £9.99 TAPE £14.99 DISK
AMSTRAD £9.99 TAPE £14.99 DISK
SPECTRUM 48/128K £8.99 TAPE
SPECTRUM+3 £12.99 DISK

R GOLF CHAMPION 1987

Professional: a full set of Ping golf clubs – "the ultimate club in the world."
Amateur: a full set of Gallagher golf clubs – a superb asset in improving your game.
Novice: 10 free golf lessons with the "teaching professional" of your local golf club.
When all entries have been received – closing date 31st September 1987 – the top four players at each level will be called to a central venue to play-off for the title European Computer Golf Champion 1987 and receive their trophies and prizes.

U.S. GOLD All American Software

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

MUSIC BY MAIL

- SOFTWARE - DEPARTMENT

P.O. BOX 14, BUTTS GREEN RD. HORNCHURCH, ESSEX, RM11 1HT.

COMM 64

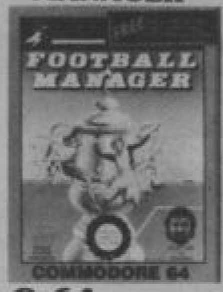
LORDS OF MIDNIGHT	1.65
PSYTRON	1.65
EUREKA	1.65
SABRE WOLF	1.65
SPY'S DEMISE	1.65
CAD CAM WARRIOR	1.65
TWIN KINGDOM VALLEY	1.65
QUAKE	1.65
PSI WARRIOR	1.65
DESERT HAWK	1.65
HERBERTS DUMMY RUN	1.65
JOHNNY REB II	1.65
TORNADO LOW LEVEL	1.65
DRELBS	1.66
RIVER RESCUE	1.65
A VIEW TO A KILL	2.75
CO DE NAME MATT II	2.75
TURBO 64	2.75
PILOT 64	2.75
SUPERMAN	2.75
KOKOTINI WILF	2.75
SUPERGRAN	2.75
HARVEY SMITH SHOW-JUMPING	2.75
JET SET WILLIE	2.75
SPLIT PERSONALITIES	2.75
NEXUS	2.75
BROAD STREET	2.75
CHUCKIE EGG	2.75
MANIC MINER	2.75
BOUNTY BOB STRIKES BACK	2.75
PASTFINDER	2.75
ON COURT BASEBALL	2.75
FRANKIE GOES TO HOLLYWOOD	2.75
SEC.DIARY OF ADRIAN MOLE	2.75
ENIGMA FORCE	2.75
FIG_HTING WARRIOR	2.75
ASSULT MACHINE	2.75
WARRIOR II	2.75
FELIX IN THE FACTORY	2.75
BOULDERDASH	2.75
BOULDERDASH II	2.75
FOOTBALL MANAGER	2.99
SUPER SUNDAY	2.99
SCUBA DIVE	3.50
HUNGRY HORACE	3.50
BEACH HEAD	3.50
FRIDAY THE 13th	3.50
ON COURT FOOTBALL	3.50
WORLD SERIES BASEBALL	3.50
HUNCHBACK II	3.50
KONG STRIKES BACK	3.50
SOFTAID	3.50
COMBAT LYNX	3.50
GHOSTBUSTERS	3.50
MIND SHADOW	3.50
JET SET WILLY II	3.50
LITTLE COMPUTER PEOPLE	3.50
VALHALLA	3.50
BRUCE LEE	3.50
THING ON A SPRING	3.50
THE YOUNG ONES	3.50
MONEY MANAGER (DISC)	3.50
SHERLO CK HOLMES	3.50
TOUR DE FRANCE	3.50
TOUCHDOWN FOOTBALL	3.50
STARSHIP ANDROMEDA	3.50
DALEY THOMPSON DECATHLON	3.75
DEUX EX MACHINA	3.75
RESCUE ON FRACTALUS	3.75
LAW OF THE WEST	3.99
HARDBALL!	3.99
FIGHTNIGHT	3.99
THE DAMBUSTERS	3.99
SHOGUN	3.99
BIGGLES	3.99
FA CUP FOOTBALL	3.99
KUNG FU MASTER	3.99
KORONIS RIFT	3.99
4 ZZAP! SIZZLERS (4 GAMES)	3.99
TIME TUNNELS	3.99
ZAXXON	4.25
MATCH POINT 64	4.25
SPACE SHUTTLE	4.25
TRAIL BLAZER	4.25
LIGHT FORCE	4.25
PITFALL II	4.25
SUPER ZAXXON (DISC)	4.25
SELECT 1..12 GAMES TV ADV	5.25
PITFALL	5.25
DONKEY KONG	5.25
DIG DUG	5.25
NOW GAMES II	5.25
FROGGER (DISC)	5.25
MIND SHADOW (DISC)	5.25
LITTLE CO P.PEOPLE(DISC)	5.25
CLUEDO	.25
HERO(DISC)	5.25

COMM 64

PITFALL II (ISC)	5.25
RIVER RAID (D SC)	5.25
PASTFINDER (DISC)	5.25
ROCK'N'BOLT (DISC)	5.25
MASTER OF THE LAMPS(DISC)	5.25
F15 STRIKE EAGLE	5.25
WARRIOR II (DISC)	5.25
ASSULT MACHINE (DISC)	5.25
SWISS F. ROBINSON (DISC)	5.25
SCARABEUS	5.25
ARKANOID	5.75
PRESIDENT	5.75
HEADCOACH	5.75
THEY SOLD A MILLION	5.75
LEADER BOARD (GOLF)	5.75
ACE	5.75
KONAMI COIN OP HITS	5.75
PAPER BOY	5.75
GAUNTLET	5.75
TARZAN	5.75
BOMB JACK 2	5.75
SPACE HARRIER	5.75
WORLD GAMES	5.75
CHAMPIONSHIP WRESTLING	5.75
10th FRAME	5.75
METROCROSS	5.75
SPY Vs SPY	5.95
TEST CRICKET	6.99
FIGHTER PILOT	6.99
EASY FILE (DISC)	7.95
SKYFOX	7.95
ARCHON 2	7.95
SPACE SHUTTLE (DISC)	7.95
SKYFOX (DISC)	7.95
TOUCHDOWN FOOTBALL(DISC)	7.95
RACING CONSTRU.	8.95
MUSIC CONSTRU.	8.95
ADVENTURE CONST.(DISC)	8.95
RACING DESTRUCTION (DISC)	8.95
MAIL ORDER MONSTER (DISC)	8.95
MUSIC CONSTRU.SET(DISC)	8.95
MONOPOLY/SCRABBLE/CLUEDO	8.95
MARBLE MADNESS (DISC)	8.95
STANDING STONES (DISC)	8.95
ARCHON 2 (DISC)	8.95
LORD OF THE RINGS	8.99
7 CITIES OF GOLD	12.95
GOLF CONSTRUCTION (DISC)	12.95
ARCTIC FOX (DISC)	12.95
ROBOT RASCALS (DISC)	12.95
SPREADSHEET (DISC)	12.95
CUT & PASTE (DISC)	12.95
HOMEPAK (DISC)	29.95
B/GRAPH (DISC)	29.95

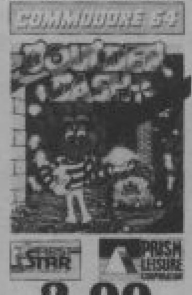
SPECIAL OFFERS

FOOTBALL MANAGER



C.64
C.16 2.99
VIC 20

BOULDERDASH 1
BOULDERDASH 2



2.99 EACH

VIC 20

GALAXIANS	1.65
FROG	1.65
PENNY SLOT	1.65
FALCON FIGHTER	1.65
CATCHA SNATCHA	1.65
QUACKERS	1.65
VILLAIN	1.65
WUNDER WALTER	1.65
JIGSAW	1.65
NURSERY SONGS	1.65
INTRO. TO BASIC/1	1.65
INTRO. TO BASIC/2	1.65
ENGLISH LANGUAGE	1.65
PLAGUE/ALIEN DEMON	1.65
JUMPIN'JACK	1.65
TRIAD	1.65
STARSHIP ESCAPE	1.65
BEAST OF EDEN	1.65
INVADERS	1.65
ASTRO FIGHTERS	1.65
MULTITRON	1.65
SCORPION	1.65
GUNFIGHT	1.65
SKRAMBLE	1.65
HUNCHY	1.65
MATHS I REVISION	2.25
QUIZ MASTER	2.25
MATHS (2 TAPES)	2.75
ASTEROIDS	2.75
HELLGATE	2.75
REVENGE OF QUADRA	2.75
METAGALACTIC LLAMAS	2.75
CATERPILLA	2.75
MOLE ATTACK (CART)	2.75
COSMIC JAILBREAK (CART)	2.75
MENAGERIE (CART)	2.75
ADVENTURE LAND (CART)	2.75
COSMIC CRUNCHER	2.75
DONKEY KONG	2.75
JET PACK	2.75
ACE	2.75
FOOTBALL MANAGER	2.99
VIC AVENGER	3.50
GRAND MASTER CHESS	4.25

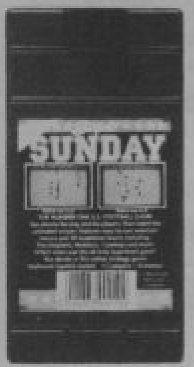
C16+4

GALAXIONS	1.65
KNOCKOUT	1.65
TREASURE HUNT	1.65
MISSION MARS	1.65
SUICIDE RUN	1.65
ALIEN ATTACK	1.65
QUICK DRAW	1.65
BERKS	1.65
SQIJ	1.65
KILLAPEDE	1.65
GUZZLER	1.65
BUBBLE TROUBLE	1.65
ARROW OF DEATH	2.75
TREASURE ISLAND	2.75
GREMLINS	2.75
XARGON WARS	2.75
EXORCIST	2.75
TWIN VALLEY KINGDOM	2.75
XARGON'S REVENGE	21.75
FOOTBALL MANAGER	2.99
PURPLE TURTLES	3.50
VIDDUZZLES	3.50
MICRO VALUE(4 GAMES)	3.50
EUROPEAN GAMES	3.50
MANIC MINER	3.50
HYPERFORCE	3.50
BEACH HEAD	3.50
GULLIWING FALCON	3.50
KING SIZE (50 GAMES)	3.50
LOCOMOTION	5.25
INTERNATIONAL KARATE	5.25
JET SET WILLY	5.25
PAPERBOY	5.75

AMIGA

ONE ON ONE	19.95
ARCHON	19.95
ARCHON II	19.95
7 CITIES OF GOLD	19.95
INSTANT MUSIC	19.95

NEXUS



2.99

1530 DATASSETTE UNIT C2N



29.95

LAST FEW

NEOS MOUSE + CHEESE

22.50



NEOS MOUSE

LIMITED STOCKS! UNREPEATABLE OFFER!



SCOOP PURCHASE £99.50



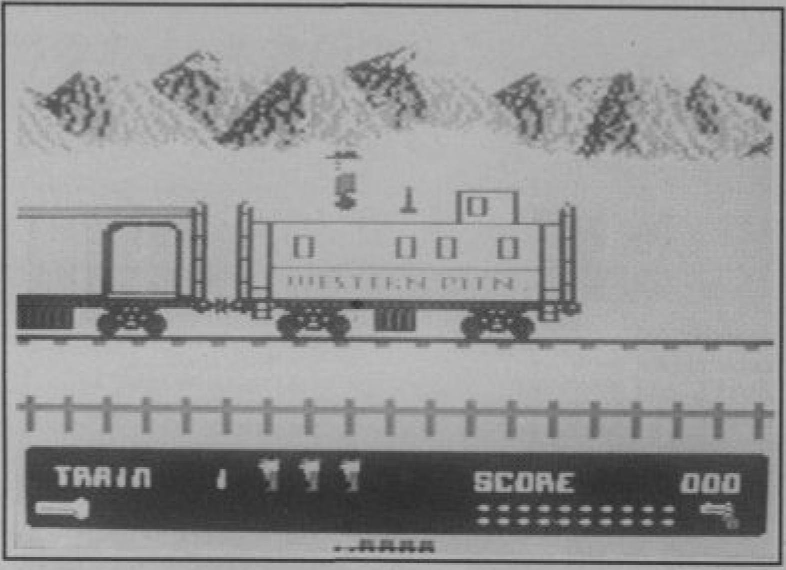
MUSIC EXPANSION SYSTEM

ALL PRICES INCLUDE VAT & DELIVERY

LIMITED STOCKS

PLEASE MAKE CHEQUES OR POSTAL ORDERS PAYABLE TO — MUSIC BY MAIL —

8.7.87



Mountie Mick hovers above the last carriage — a long way from the engine.

MOUNTIE MICK'S DEATHRIDE

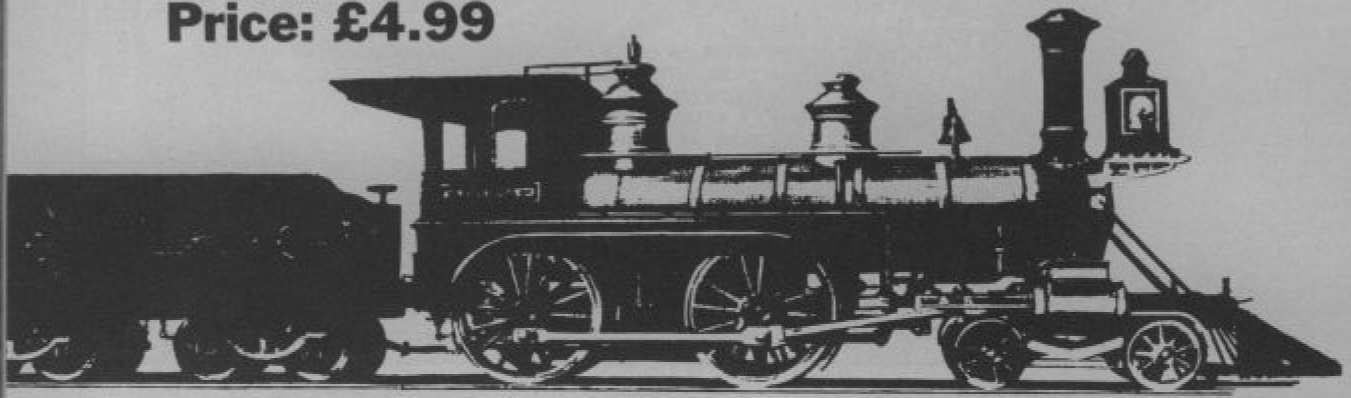
64/128
Reactor (Ariolasoft)
Price: £4.99

Yee hah! Take that ye varmint. Pakow pakow. Well howdy pardners. This here Mountie Mick's Deathride stinks worsa than a buzzard's armpits.

You be Mountie Mick the tubby mountie, who's a riding the ol' iron horse (now I liked that) known as the Trans-Canadian Express, which is carrying a cargo of gold. The lowdown McClusky gang have got it into their heads that they would like to be big and famous, and so are 'temtin' to pinch gold.

They rekon'd without our intrepid hero Mick, who interrupts their evil deed and soon has them hightailin' down train a leapin' from carriage to carriage, with Mick blastin' after them with his trusty Smith & Wesson. A problem with the ol' S&W is it's ammo economy is almost zero, which simply means Mick is in big trouble. With an empty gun what's out hero gonna do? Hit the suicide key and get dead where he stands? Risk the desperados and find some more ammo? Or use his guts? Now Mick really has got guts, all he has ta do is jump on one of them there baddies and they end up flatter than a pancake. But the McCluskys 'ain't gonna take it lyin' down, oh no, they'll try to bury Mick under a hail of bullets or blow him with some grenades they jus' happened to find lyin' around. Mick may also fall prey to some other evlis like express mooses, trip up in the darkness of a tunnel, choke on a gas leak, or jus' plain fall off the train. Sounds like fun don't it? If this is all too much for poor ol' Mick try out the light weight body armour (that's a cheat mode dummy) which makes the Mountie bullet proof ('tho' it don't make him moose proof).

If'n you reach the front of the train in one piece, you can hop on to a cart which the train happens to be pushin' along, then you can revitalise the old Decathlon skills and get pushin' under Mountie power to the next train, though I was



FIFTH QUADRANT

64/128
Bubble Bus
Price: £9.95

The crew of the good ship Orion have put themselves into Sustained Low Energy Expenditure Process or S.L.E.E.P. while they journey to the Hercules Cluster to map it. Speaking of sleep that's one thing you won't do when you play this game. And why? Is it amazingly cool graphics? Utterly awesome FX? A profusion of pure addictivness? Well, no more like anguish at having paid out a tenner on it.

Anyways, while the crew are in S.L.E.E.P. the Zimen board the ship (Oooo er sounds a bit rude) and take over the ships onboard computers and reprogrammed them in an alien language. Who can save the crew? Who can destroy the Zimen? Who can save me? The cast of this game are:

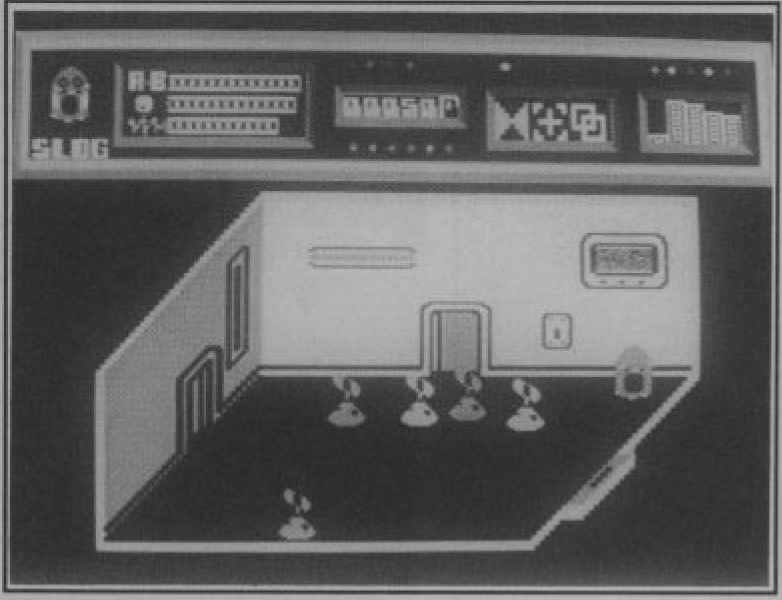
Slog: Ship's captain and pilot, he has a specialised Compu-Brain, (bit like mine really) but Slog also has a complex, he's slowing up, and he knows it.

Plot: Ship's navigator. Brilliant at any soft of calculation. Plays 4-D chess with the ship's computer, hates losing (now that sounds like me).

Knut: Ship's engineer, knows every Zecometre of the ship. Has a screw loose.

Bodd: Now Bodd is my favourite, I used to watch the cartoon you know.

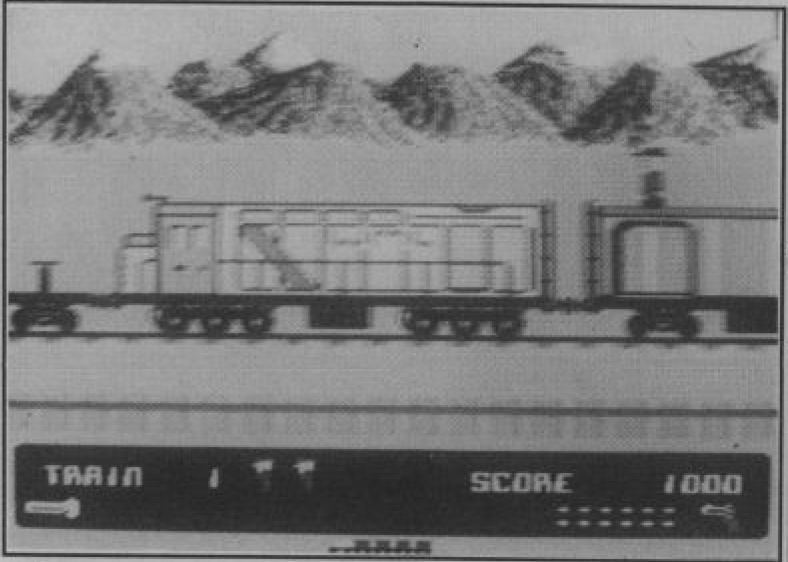
The Zimen: Strange mechanical intelligence, their origins are shrouded in mystery.



More three dimensional shennanigins from Bubble Bus.

With these four humble droids you have to free the ship from the grasp of the evil Zimen, who either have a population of several thousand million on the ship, or just breed like tribbles.

It all rapidly develops into a maze bound shoot-'em-up. I



Looks a bit blurred — well you try photographing a fast moving train.

under the impression there was only one. There are a total of nine trains, each one a bit longer than the previous, but just as easy. Speakin' of easy, I've only had the game for a couple of days and I kin get ta level 7 already.

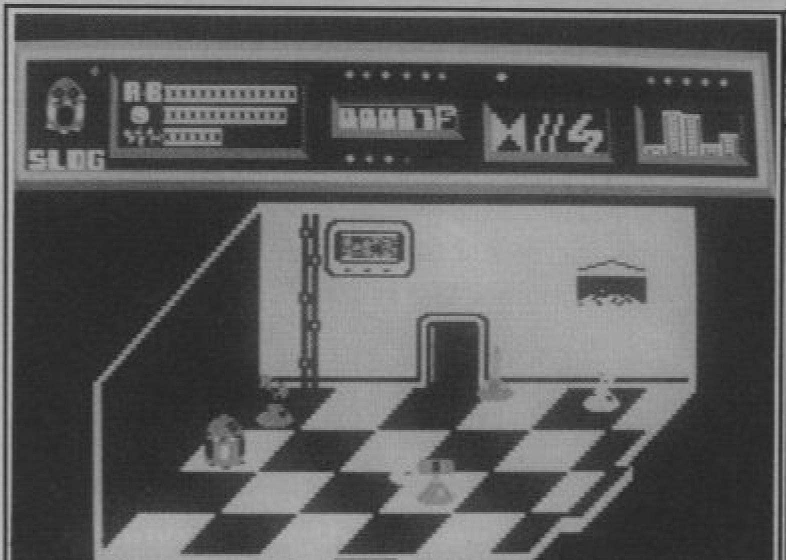
To say the graphics are bad would be an understatement, they are appallingly bad, so bad in fact they would suit a game five years its senior. What surprised me most though, the sound was by We M.U.S.I.C. I wasn't exactly prepared for a tune that I could have written on the toilet which repeats every thirty seconds.

The price is cheap, O.K. but still represents bad value for money.

Mark Patterson

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

1 Overall



Graphics left overs from Wizards Lair.

must have killed hundreds of the pesky blighters on my travels around the ship but to what avail? One of the droids starts off locked up in a prison, another starts with no energy, and then the Zimen move so fast you're energy whizzes down and then it's goodnight wherever robots hang-out. Yawnsville!

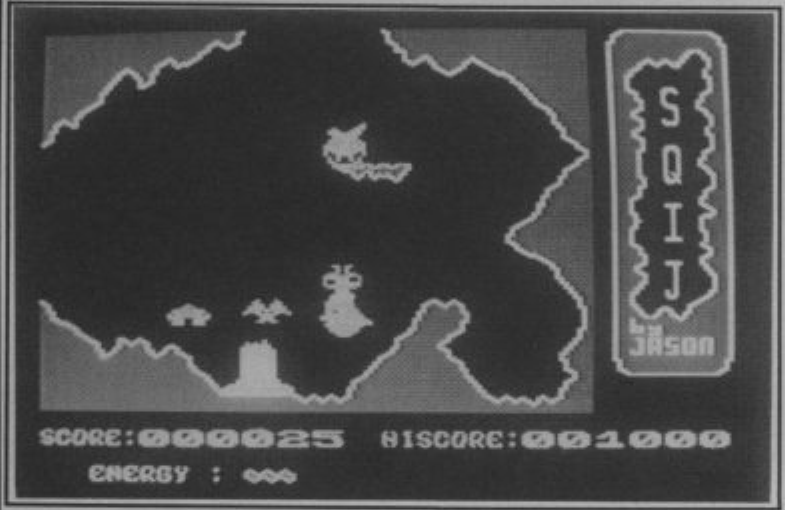
It appears to me that Bubble Bus must still be living off the royalties from *Star Quake* and this should do nothing to change it.

Mark Patterson

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

5 Overall





The Sqij lands on a convenient platform.

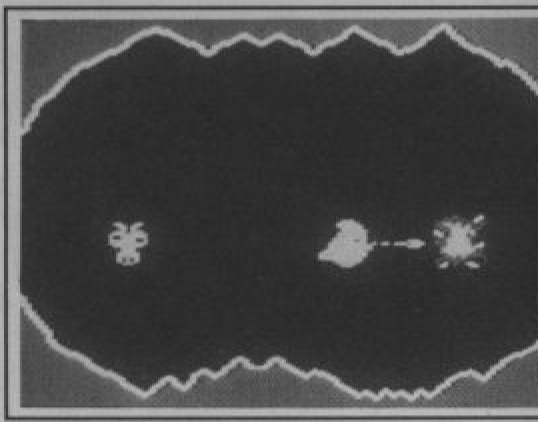
64/128
The Power House
Price: £1.99/cass

Sqij is in trouble. He was once a happy mutant bird but that was before the food ran out, now he's in big trouble.

His only chance of survival is to collect the pieces of the Ener Tree that will give him everlasting life! Unfortunately, these pieces are scattered throughout the critter packed caverns of Pylpapa.

There are six pieces of the Ener Tree to collect which must be assembled in the lost cave of Lotz-to-weet to complete the game and save our hero. However, there's plenty to do before you can reach those giddy heights of achievement. First you must survive. That may sound obvious but it isn't easy as the caverns are packed with energy sapping, flying "thingies" that drain your energy at an alarming rate. You can shoot these with your "splorger" but there are so many of them that it's best to keep moving and make sure you avoid any contact with the cavern walls as they're just as deadly.

To add to your troubles parts of the cavern are shut off with energy sapping doors. These aren't going to hold you up for long since scattered throughout the caverns are



Sqij gets tough with the nasties.

oddlefoodle fruit and depensa-monstas. It doesn't take too much time to work out what you need to do to get a pass that will open the doors that lead to more caverns, more thingies and the pieces of the Ener Tree.

The game is tough! Not because it requires a great deal of thought or strategy to solve but quick fire reactions and dogged determination are necessary to survive the thingy onslaught long enough to collect the pieces and complete the game. Really though, it isn't worth the effort.

Tony Hetherington

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

5 Overall



C.U. Screen Star

ZYNAPS

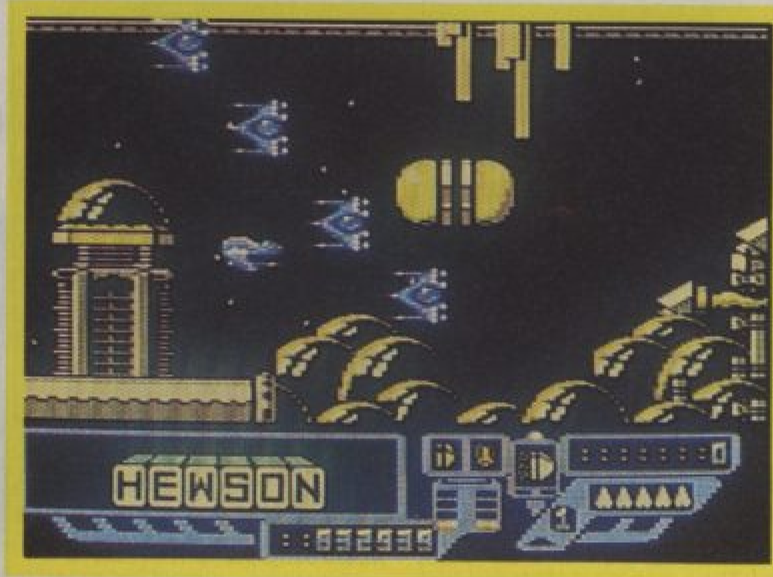
64/128
Price: £8.95 (cass) /£12.95 (disk)

At last, a good game! Did I say a good game? Well, it's a great game. So, O.K. its not overly original, "Collect the pod and select a better weapon", but it's fun, its wicked, its fab, its *Zynaps*.

Zynaps is the shoot 'em up of the Summer. I enjoyed it more than *Nemesis*. While not as technically perfect as *Delta* it's still as good. It has some really groovy graphics which fit the mood of the game perfectly. There are plenty of blasting noises which are perfect for the game, and they go even better with any heavy metal music you happen to have playing in the background. But soft, what light from yonder window breaks? The plot, I hear you cry!

Zynaps is constructed like a comic book, with three episodes each divided into four chapters. The game begins with our hero escaping from an alien space station in his Scorpian Fighter. The poor guy then has to battle his way through hoards of alien nasties dodging asteroids and homing missiles until he finally reaches a nearby planet where he can equip his ship with weapons and hyperspace engines. These will help him reach the alien base, and then it's time for the final conflict. . .

Trying to stop you are five different types of aliens each one more



▲ Zynaps — derivative blasting but fun.

powerful than the last. The easiest type are the plain ol' boring space craft, all it takes is a bit of chuga chuga, bang bang and voila, one frazzled alien squad. Next are those scourges of the gound, installations, they can be bombed or shot, but they spend most of their life living in cracks where you can't hit them.

At the end of each chapter you get the Command Ships. These are not easier, no siree, they fire homing bullets at you and generally whizz around a lot. One small consolation is that like their relatives in *Nemesis*, they get bored quite easily and have a tendency to blow themselves up. Now motherships are just like their names insinuate, real mothers — like their little buddies, the command ships, they are exceedingly difficult to kill. The only major difference is that they're about ten times larger than ordinary command ships. Then you have meatball-lookalike asteroids and other bits of space debris who, although they know that space is infinitely big, still think it's great fun to float around exactly where you want to fly.

But what can you equip your craft with? Well, first you have to collect an energy pod. Collect enough and a weapon will highlight, keep fire pressed and the ship will flash and the next energy pod you collect will activate the weapon.

Pulse lasers: These are ideal for meanie mashing, and can be upgraded four times.

Plasma Bombs: Like the missile in *Nemesis*.

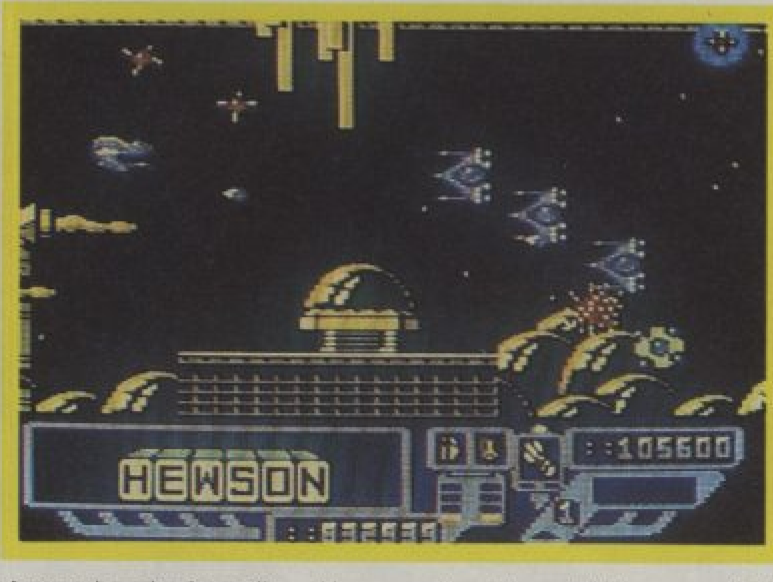
Homing missiles: When you get to a mothership and think to yourself, oh ★@&$ this is what you need, almost guaranteed to clear most command and mother ships.

Seeker missiles. These are nifty, they'll got for almost anything on screen and kill them. Just like that.

Unfortunately for diehard *Defender* fans there are none of the traditional smart bombs. They're a cowards weapon if you ask me anyway real men fire live ammo, and Zynaps is better without them.

Mark Patterson

▼ Chunky graphics, chunky sound.



C.U. Screen Star

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

8 Overall

AUTO DUEL

SURVIVE THE 21ST CENTURY DRIVING TEST



Drive aggressively and give way to no one.

AutoDuel is a fast-paced, strategy rôle playing adventure set in the year 2030. A time when the American highways are controlled by armed outlaws, and when danger lurks around every bend.

Your aim is to earn fame and fortune. Compete in spectacular auto dogfights in true gladiator style – the prize money will buy you a powerful custom-built vehicle equipped with lethal weapons, including lasers, machine guns and flamethrowers. Undertake lucrative courier runs for the American AutoDuel Association or become a vigilante of the open road. Somewhere on your travels between 16 cities are the vital clues you will need to complete the final mission.

Only the most cunning road warriors are enlisted by the FBI to drive out the ultimate evil force. Will you gain honour and entry into the elite circle of AutoDuellists?

AutoDuel. Pick up the gauntlet. Available on disk for the Apple, Commodore 64, Atari, Atari ST and Amiga. Prices from £19.95.

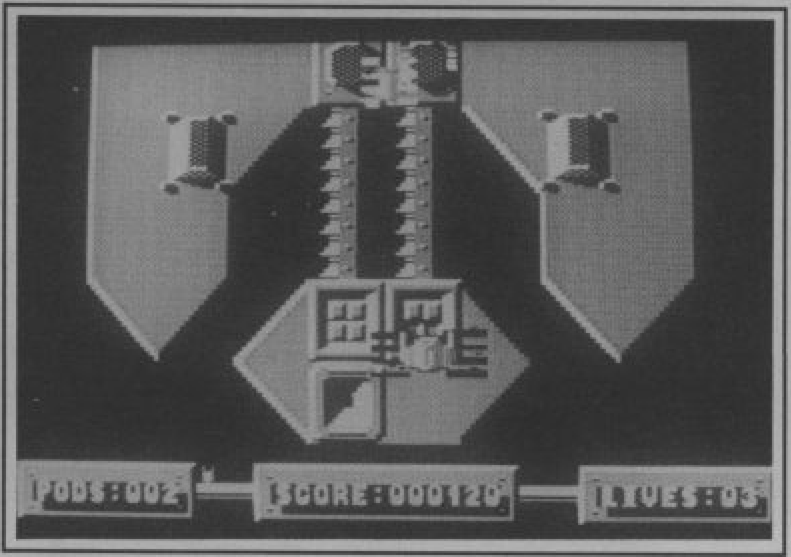
Based on the award-winning Car Wars board game by Steve Jackson.

THE JOINT VENTURE IN EUROPE

ORIGIN SYSTEMS INC.

MicroProse Software Ltd. 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 434222 MPS/UKG





Denarius — worth a couple of livres.

More metal relief blasting from Firebird.

DENARIUS

64/128 • Firebird Software Price: £1.99/cass

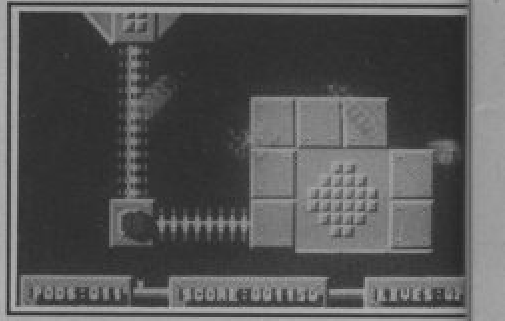
For those of you who've never watched Ben Hur, a denarius is an Ancient Roman coin from whence came the phrase, "buddy can you spare a denarius". This game has nothing to do with Ancient Rome or with money. So they could have called it "peseta" of "fifty pence piece".

Anyway, forgetting the usual crummy blurb, this is an upward scrolling Uridium-type game. The mother ship deposits you at the beginning of each level and you zap nasties and pick up what the crummy blurb calls chlorine pods. They look more like chunks of Cadbury's Dairy Milk to me. And you don't actually pick anything up, you just fly over them.

Apart from Dairy Milk, each of the 16 levels is dotted with plasma shielded buildings, a crummy-blurb term for things you crash into and lost a life. That's it really. The mothership scoops you up again at the end of the level (no docking, surprise surprise) and then you're confronted by one of those fast-reaction bonus intervals before going on to the next level and more of the same. Not very gripping, eh?

Despite this mind-curdling lack of originality, *Denarius* is a good game simply because it's very well dressed up, it plays well and is reasonably difficult. Unlike most games, the sequence of nasties on each of the levels is not always predictable. Something mean and unexpected always manages to fly in and snatch your last life.

Annoyingly, though, each loss of



Rating	Score (1–10)
Graphics	7
Sound	7
Toughness	7
Endurance	6
Value	6
Overall	**6**

Thunderbolt

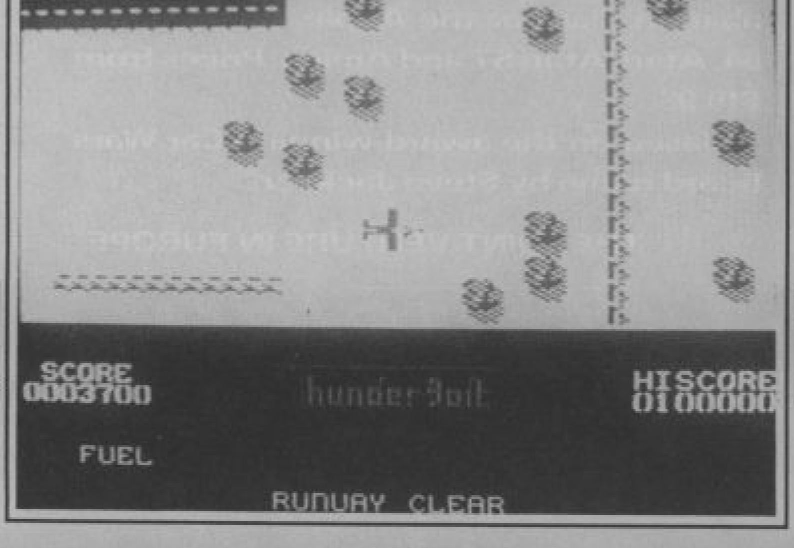
64/128 • Code Masters Price: £1.99/cass

Thunderbolt — another hole in the time continium.

Earth is once again on the brink of all out interstellar war, this time the foe is Proxima. The battle-cruisers and war machines are positioned in preparation for one mother of a big barny.

In an attempt to save a strategic position, an Earthonian Battle Cruiser was fired on by a Proximian "Stinger" (try saying that with a fruit pastel in your mouth without choking). The Earthonian cruiser was subsequently blown into several thousand infinitives. After a while it was decided that neither side was more technologically advanced than the other, so the war was deadlocked until both sides simultaneously discovered the Chronoclasm Bomb. It was soon discovered that the bomb could not only destroy things in three dimensions but four. Both sides agreed never to use it, but in 2555 a chronoclasm bomb was detonated. No one ever admitted to using this weapon, and in the confusion no one could find out who used it. The bomb had torn a hugh hole in the fabric of time itself. The hole reached for five centuries in either direction.

The bomb was detonated over Europe, and as a result dragged fighting machines from past and future, including you, into a huge rock over a strange technicolour landscape, huge monoliths stand erect waiting for your bi-fighter to collide with them. All craft must be treated as hostile. If your time bearings begin to fluctuate you must land immediately. Slowly the effect of the bomb will subside and you will be returned to a time zone close to your own. The only protection



Rating	Score (1–10)
Graphics	6
Sound	5
Toughness	8
Endurance	5
Value	6
Overall	**6**

life puts you back to the beginning of that level and you don't get three more lives whenever you complete a level — you need 25,000 points to gain another life.

Meanest of all the nasties is the Chinese dragon, which appears irregularly and won't let you escape until you've lost yet another life. Here's a tip. The only way to get rid of it is to hit your "activate immunity" button the spacebar will do as soon as is appears and keep on blasting until it's had enough and gives up the ghost. By the way, immunity only lasts for about five seconds and takes some time to recharge.

The other nasties are up to standard too: gobstoppers with gnashing teeth, gyrating hoola hoops, formation flying Sanatogen pills etc. They're all pretty ggod.

Graphics are competent but not brilliant. The trouble is that we're all getting a bit bored with this metal relief terrain stuff; lots of squares, lots of shadow and lots of stuff to bash into. Oh, and the title is pretty good too, and thankfully it doesn't play when you're playing.

Firebird has a reputation for producing really good shoot 'em up cheapos and *Denarius* if no exception. It's a very impressive piece of programming but there's absolutely nothing impressive or original about it. Then again, if it was original, they'd be selling it for an arm and a leg.

Bohdan Buciak

your bi-fighter has is a limited energy shield, lasers and a small supply of energy bombs which will destroy anything on the screen for a short amount of time (don't ask me how you get hold of them).

When I saw the screen shots on the inlay I thought to myself, Ah goody a *Uridumcum-time Pilot* clone. Wrong! It is of course a *Psycastria* clone with a *Time Pilot* plot. Some of the later stages are very Uridiumesque, without the thrills. It is a fast game, but very dated now even at budget price. The sound is weak, although nice in places. If you want a laugh (Code Masters must've wanted to) you can read the back of the inlay where it says, to quote, "Probably the best ever shoot-'em-up." Cor, pass the sick bag vicar, sounds like a larger commercial to me.

All that remains to be said is thank you mum, dad, Eugene and Mike and thank you very much Mr Eastwood.

Mark Patterson

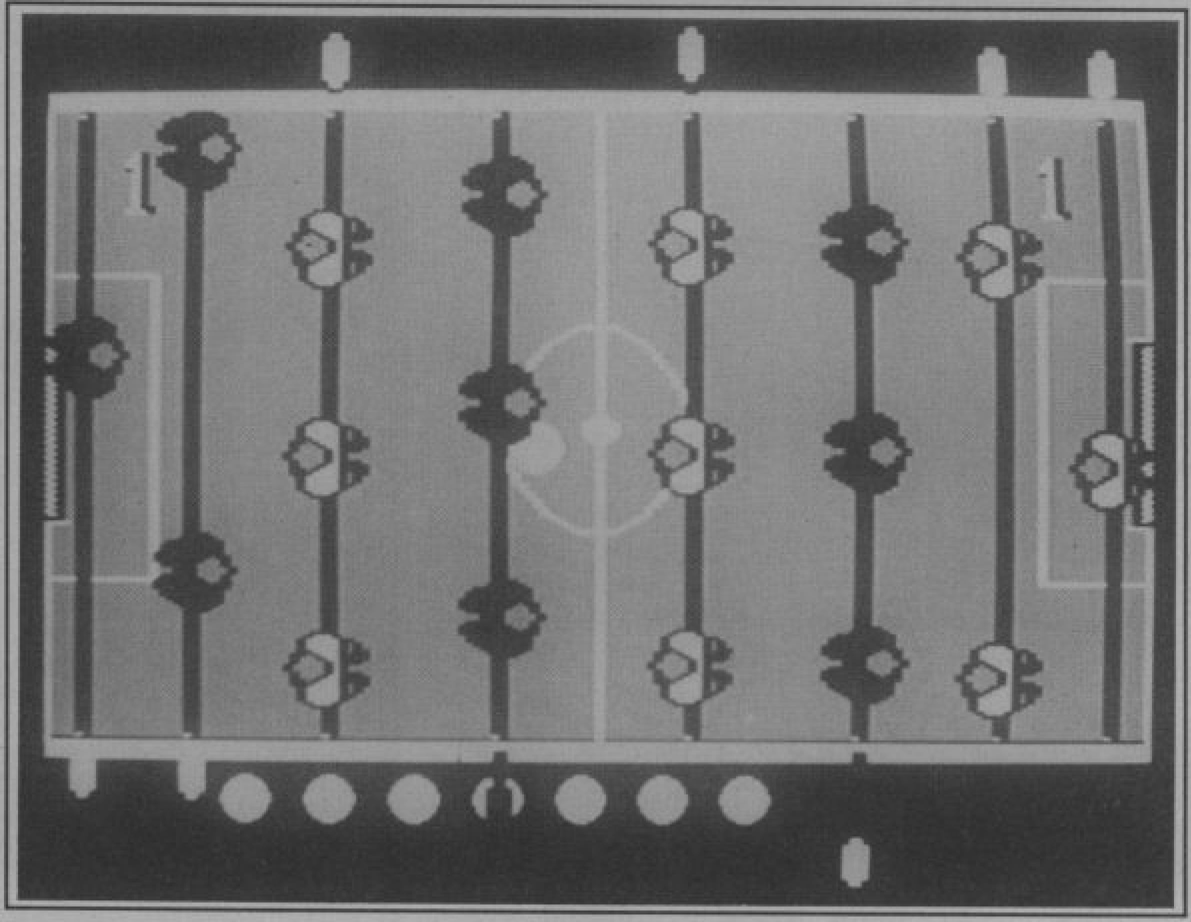


Table football on the Commie? We'll have marbles next.

Table Football

Budgie Software 64/128 Price: £1.99/cass

The people who programed this game must have known somebody whose friend once played table football — but had a bad memory. So they've produced a game that's slow, lacking in skill and about as rivetting as a Wimbledon rain commentary.

Apart from that minor problem, the presentation is very good. The screen display depicts the table from above, the same view that you'd get playing the real thing. So to add a touch of realism, why not play with your telly lying on its back.

This is a joystick controlled two-player game. Each player has control over the regulation four rods of players: two sets of three strikers, two defenders and a goalie. The rod of players nearest the ball is activated as you play, but there's no attempt to simulate the hectic grabbing of rods to be found in the real thing.

When a player scores, there's one of those digital flashes across the screen, together with a quick burst of music. The score sequence is probably the liveliest thing about this game. Since there are eight balls per game, you have eight opportunities for fever-pitch excitement.

What makes this version of table football so naff? Well, I won't say it's slow but my bus pass expired before the ball reached the penalty area. The ball moves slowly, the players flick the ball slowly and the rods move up and down slowly. Since this accounts for all the moving parts, it's pretty slow going.

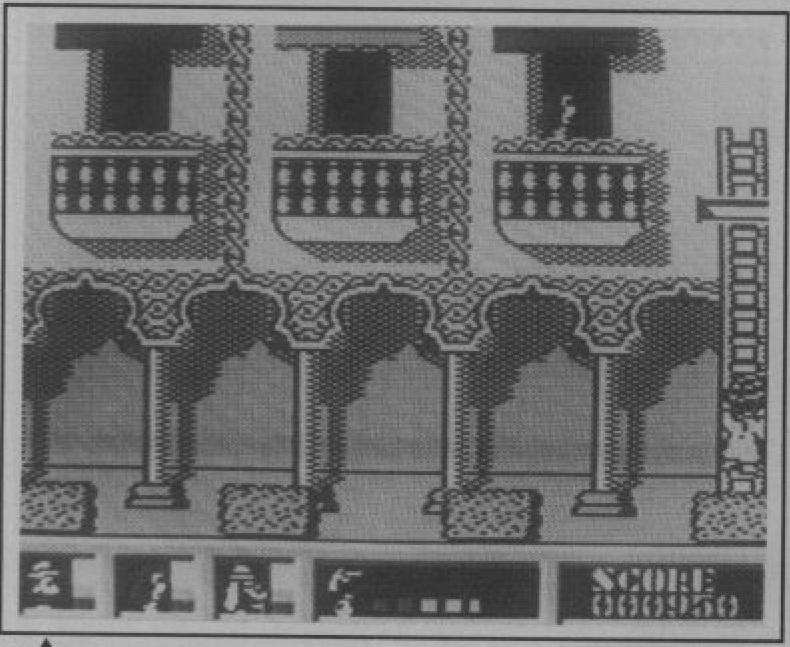
What's good about this game? Well, there is no way of trapping and holding the ball, and dribbling it between two players on the same rod. As this is exactly what true table football experts do all the time, they won't be able to show you up here. There can be no arguments and eventual broken noses about spinning the rods. Neither can you score an ace smash goal from the back with your goalie, you just can't hit the ball hard enough.

So as not to end on a sour note, I'll mention that the angles and deflections play realistically, the players themselves look graphically solid and there's a reasonable rendering of that great Watney's classic 'Roll out the Barrel'. Add to that the fact that most of the fun is derived from the two-player setup and you have a game that's reasonable at £1.99. Had it been £2 I'd have felt ripped off.

Bohdan Buciak

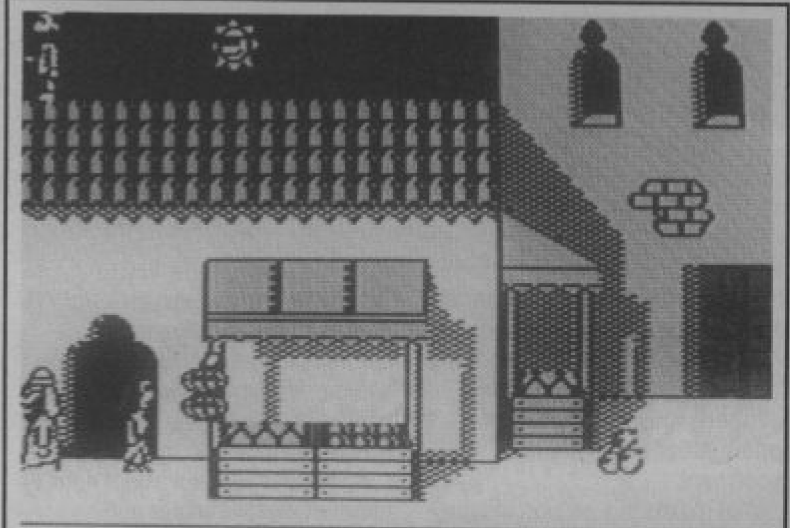
Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

5 Overall



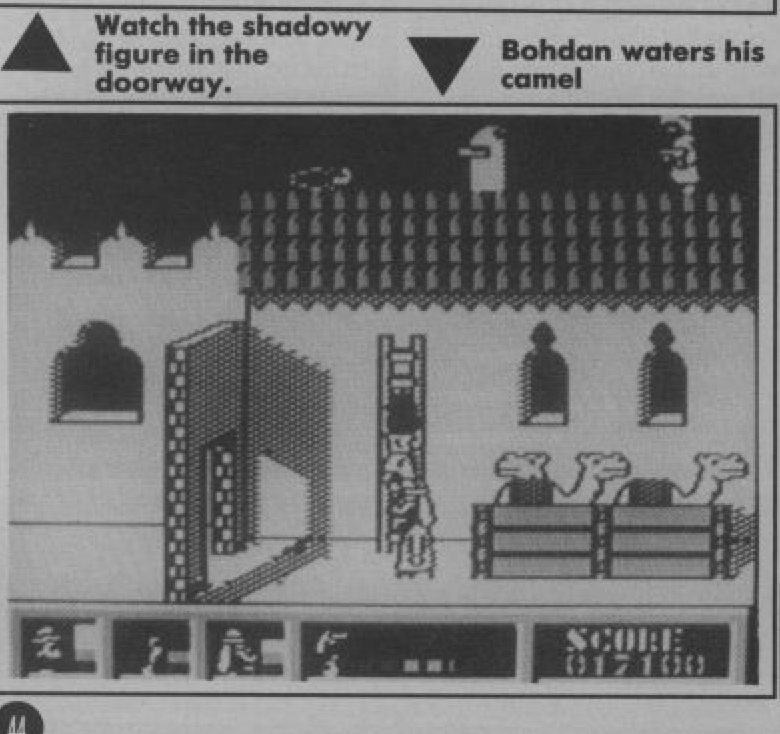
▲ **Levels and Ladders with an Egyptian flavour.**

Mystery of the NILE



▲ **Watch the shadowy figure in the doorway.**

▼ **Bohdan waters his camel**



Firebird Software 64/128 Price: £7.95/cass £12.95/disk

Don't be fooled, Mystery of the Nile is not an adventure in the boring type-in text sense, this is real Adventure. Grab your pith helmet, fly swatter and Diocalms because we're going to mysterious and exotic Egypt.

Your quest is to find the Jewel of Luxor, the greatest of Egypt's treasures, which the evil Abu-Sahl (boo, hiss) is trying to hand over to South American collector Baron von Bloefeldt without a valid export licence. This task should be right up your street, or kasbah, because you are Nevada Smith the great adventurer with a lousy spoof name. You are helped by Janet, a sultry redhead from Milwaukee (I made up the sultry bit) and a local mystery man called Al Hassan.

That sounds reasonable as scenarios go. But what makes this game a bit special is that each of the three characters can be controlled separately, one at a time. When control is passed on (by hitting keys 1, 2 or 3 on the keyboard), the other characters simply string along behind. OK, so it's been done before, but it's still pretty clever.

The strategy element involves finding out what each character is good at and using that character in a particular situation, since they all have individual skills and weapons. Naturally, instructions are minimal so you're obliged to find out what's what, who's who and how's how as you go along.

But don't think you've got your team together right from the beginning, other members are added to your crack squad as you progress through the screens. And in traditional style, you can't move on to the next screen until whatever has to be done is done. And you're not told what that is.

So you start as Janet, hopping from balcony to balcony, picking up her particular brand of weaponry, which look to me like exploding moneybags. She lobs these at various gun toting guards and then proceeds to the next screen where there's more moneybag lobbing to be done.

Al-Hassan makes his entry on the third screen and tags on behind you, following you dutifully wherever you go, until you decide to activate him (oo-er! Ed). When you do, Janet walks (in a sultry manner) round him and takes up her position at the rear. Al Hassan has a weapon of his own to pick up. It looks like a cucumber so it must be a sabre. Careful examination proves it to be a umbrella — this guy is weird.

The final and most important member of the group, Nevada himself, is picked up on the fifth screen. No dodgy armaments for him, he will be equipped with his trusty Smith and Wesson.

All this has happened already and we're still in the city scene. According to the blurb, there's fighting and adventuring to be done in the desert, in a military base, against the pyramids and even on the top of a train. These boys have certainly done their research.

The programmers have charitably provided a 'save position' feature that works after every ten screens. When you've saved your position, you're given a password to enable you to start where you last left off. This is a good idea since the game has a nasty habit of sending you right back to the beginning when all your lives are lost, no matter how far you've already progressed.

Graphically, there are good things happening. The characters are large and well depicted. Take the guards, you could mistake any one of them for Yasser Arafat, with those tea towels wrapped around their heads. And Nevada himself shows up in regulation attire, wide-brimmed hat and 5 o'clock shadow. Actually, you see it as 7 o'clock shadow because of the timelag between here and Egypt. *(Clever so and so, Ed.)*

The scenery is impressive too. Everything is large and bright and the screens are quite varied. My only criticism is that much of the action takes place in the well-worn ladders and platforms format, however well disguised it may be.

Finally, a few words of praise for the music which sounds like one of those snakecharmer tunes played on a fairground organ. Doesn't quite make you want to belly dance but it made the Turkish Delight taste better. Sadly, there is no music during play and sound effects are pretty sparse. There are the usual explosion sounds and a curious sound whenever you walk. This baffles me. Why is everyone in this game wearing tap-dancing shoes?

Firebird is pretty keen on this game because it's the first one they've acquired from a pair of Spanish programmers who, by all accounts, are showing muchos promeez. I second that. They've produced a lively game that's big enough and challenging enough to provide many hours of play. This is good value stuff.

Bohdan Buciak

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

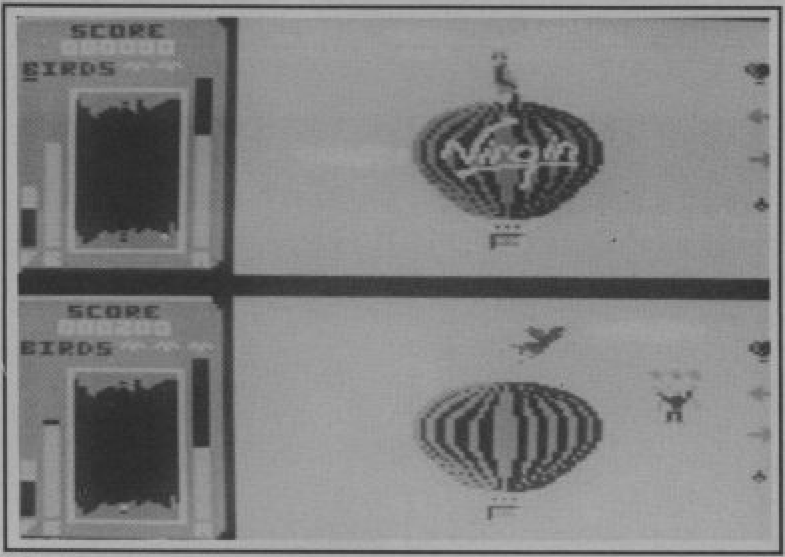

HANDLE WITH CARE
Watch out, there's an explosive trio of new releases about to burst into the shops and they're by no means a set of damp squibs.
In the right hands they're worlds of tremendous excitement, action and skill.
In the wrong hands they'll turn into mind blowing, nerve shattering packages of player destruction. You'll have to judge for yourself if you've got the confidence and ability to take on such a challenge.
CONVOY RAIDER
CONVOY RAIDER
The free world is in peril – war has been declared and the enemy is closing in. Your weakest point is the coastline so a strategic defence initiative has been adopted.
Your mission – is to patrol and defend the inner sea using all the modern weapon systems with which you have been supplied.
Seawolf – a deadly accurate missile for use against both aeroplane and anti-ship missiles.
Exocet – a video linked rocket for attack upon surface ships.
Anti Submarine Helicopter – attack the enemy submarines using your depth charges.
The future of the country lies in your hands; frighteningly powerful weapons are at your disposal and important decisions must be made.
CBM64/128 C £9.99 D £14.99
Spectrum 48/128K C £7.99
Amstrad C £9.99 D £14.99
WATER POLO
How's your swimming? As good as your computer skills we hope 'coz if they're not up to scratch you'll soon find yourself paddling round the deep end with nowhere else to go.
Behind the frantic action and hilarious spectacle of men imitating ducks lies the ball handling skills of a footballer, the physical endurance of an athlete and the tactical brain of a cricketer all set in a huge tub of water.
Water Polo is an amazing combination of strategy, skill and team play that's guaranteed to fascinate the sports player and computer enthusiast alike.
CBM64/128 C £9.99 D £14.99
water polo
RE-BOUNDER
REBOUNDER
Is it a dream? Is it a nightmare? Is it a horror story? It is until you can find the meddling Overlord who's turned your quiet reality as Jolly Bounder into a fiendish world of deadly aliens and awesome sentinels. Armed to the teeth challenge the might of the floating fortress and conquer its defenders otherwise you may never return to a happy go lucky life as B B B Bounder.
CBM64/128 C £9.99 D £14.99
DYNAMITE ACTION FROM
GREMLIN
Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423. Telex No: 547274



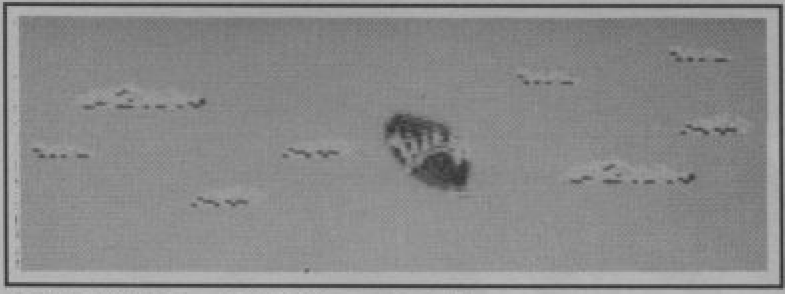
We'll
© 1986 James Clavell. Tai Pan is a registered Trademark. © 1986 de Laurentiis Entertainment Inc.
TAI-PAN
TM
HEAD OVER HEELS
FROM THE AUTHOR OF SHOGUN, JAMES CLAVELL, COMES TAI-PAN AND A TERRIFIC NEW GAME PACKED WITH ACTION AND STUNNING GRAPHICS. TAI-PAN IS THE EXCITING STORY OF A MAN AND AN ISLAND. BECOME DIRK STRUAN - A PIRATE, A SMUGGLER, A MANIPULATOR OF MEN ACHIEVING RICHES BEYOND IMAGINATION. ENTER A WORLD OF BLOOD, SIN, TREACHERY, CONSPIRACY AND MURDER - A GAME OF GRAND ENTERTAINMENT!
AUTHORS OF NO. 1 BLOCKBUSTER, BATMAN. PRESENT 'HEAD OVER HEELS' - HI! MY NAME'S MR. HEAD. SOME SAY I'M THE ONE WITH THE BRAINS BUT I DON'T THINK MY FLAT FOOTED FRIEND WOULD AGREE. I'M A REAL SHARP SHOOTER, BUT WITHOUT MY PAL MR. HEELS I'D GET NOWHERE FAST...OR SLOW! I CAN JUMP LIKE A FLEA AND EVEN GLIDE BUT HEELS IS THE DALEY THOMPSON OF THE TWO OF US - HE'S FAST! TOGETHER, IF WE CAN FIND EACH OTHER, WE REALLY DO MAKE AN AWESOME TWOSOME, AND THAT'S THE ONLY WAY WE CAN OVERCOME THE EMPEROR BLACKTOOTH.
no matter how 'har
TAI-PAN: SPECTRUM CASS £7.95, COMMODORE CASS £8.95 DISK £12.95, AMSTRAD CASS £8.95 DISK £14.95, ATARI ST DISK £19.95, MSX CASS £8.95, IBM/AMSTRAD PC + COMPATIBLES £19.95.
HEAD OVER HEELS: SPECTRUM CASS £7.95, COMMODORE CASS £8.95 DISK £12.95, AMSTRAD CASS £8.95 DISK £14.95, MSX CASS £8.95, PCW £14.95.
Ocean Software Limited · Ocean House · 6 Central Street · Manches



getcha!
MUTANTS
WIZBALL
I TOOK ON THE MUTANTS KNOWING I WAS ARMED TO THE TEETH WITH MISSILES, MINES, TORPEDOES AND MORE... I COULD EVEN CHOOSE WHERE I WANTED TO FIGHT! HOW COULD I LOSE?... HOW DID I LOSE? I'VE NEVER SEEN ANYTHING LIKE IT ...THEY CAME AT ME IN DROVES, IN SWIRLING GASES, IN FORMS SPINNING A DEADLY GOSSAMAR AND THERE WERE MORE TO COME... I MUST BUILD THE ULTIMATE WEAPON OR I'LL NEVER BE RID OF THEM ALL! "AN ESSENTIAL PURCHASE - MISS IT AND YOU'RE MISSING SOMETHING SPECIAL" - ZZAP.
"WIZBALL IS UNDOUBTEDLY THE FINEST RELEASE SO FAR THIS YEAR." THE GRAPHICS, SOUND AND GENERAL PRESENTATION ARE SECOND TO NONE, AND COMBINED WITH THE THOUGHTFUL ATTENTION TO DETAIL AND THE COMPREHENSIVE SERIES OF GAME VARIATIONS, YOU END UP WITH SOMETHING RATHER SPECIAL. DON'T DELAY, GO TO YOUR SOFTWARE SHOP AND SAY 'MR. RETAILER, SWIFTLY HAND ME A COPY OF WIZBALL SO THAT I CAN GO HOME AND PLAY IT FORTHWITH.' MISS THIS AND YOU'RE MISSING THE BEST PROGRAM OF THE YEAR." ZZAP 64.
rd-to-get you play !!
cean
MUTANTS: SPECTRUM CASS £7.95, COMMODORE CASS £8.95 DISK £12.95, AMSTRAD CASS £8.95 DISK £14.95.
WIZBALL: SPECTRUM CASS £7.95, COMMODORE CASS £8.95 DISK £12.95, AMSTRAD CASS £8.95 DISK £14.95.
Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G



Virgin vs the Slimcea balloon.



Down it goes — realistic game this.

Atlantic Balloon Challenge

64/128
Virgin
Price: £7.95/cass



It says here "Now is your chance to participate in 1987's most exciting record breaking event — the first ever successful crossing of the Atlantic ocean by hot-air balloon". Wasn't that just a teensy weeny bit presumptious? Still, if Virgin have jumped the mark by a couple of weeks, it's better than being twelve months late as they were with Virgin Atlantic Challenge (actually it never appeared). Boats, balloons, what do you suppose is next? Branson crosses the Baltic in a barrel, maybe.

This is a two player game, you can challenge a friend to a quick race, or play against the computer. The screen is split horizontally, with the Virgin balloon occupying the top half and the other one in an identical area below it. This second balloon is the one flown by that other bloke whose name escapes me for the moment because he's only a real ballonist and not A Famous Person with lots of money to spend on whacky ideas.

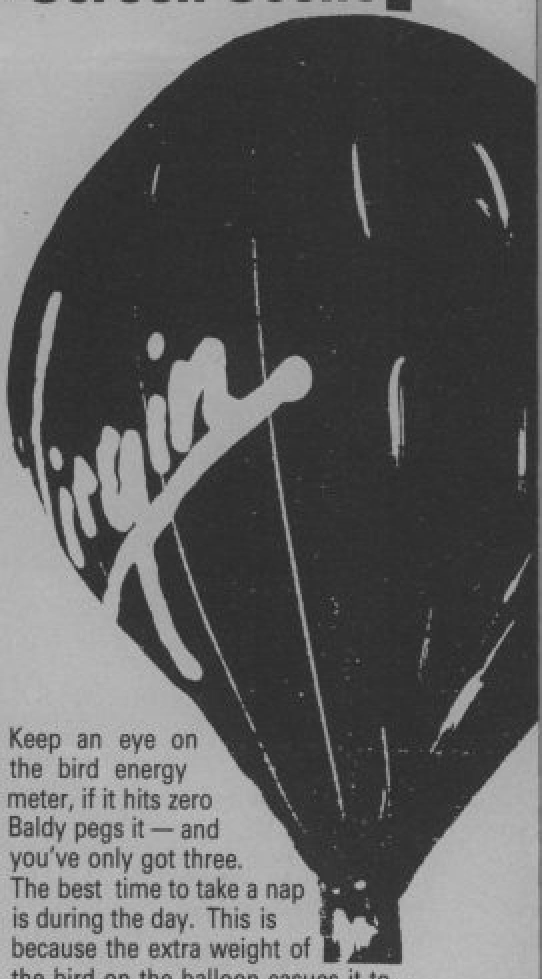
So you've got two balloons, one at the top with Virgin written on it, one at the bottom with nothing written on it — probably couldn't get a sponsorship. In addition to the balloons, there is a sort of flight path indicator which shows the most direct route — a straight back line — and the position of your balloon, usually miles to the left or right. Now, the problem with games like this is that there isn't really an awful lot for the spectator to do, other than watch the things float from one side of the Atlantic to the other.

So you have to invent something. How about an eagle then. This eagle could be a sort of mascot and protect the balloon from bombing biplanes, cruise missiles and the like. Obvious when you think about it. Things are beginning to take shape here. So far we've got two competitors with a balloon and an eagle ach. Each player has control of their respective eagle which must do everything in its power to keep the balloon airborne and on course. Apart from defending your balloon from the bombs and missiles, there are one or two other crucial tasks to perform — these are all carried out via icons on the right of the screen.

The most important thing is to keep the balloon in the air when the altitude starts to drop — keep your eyes on the indicator, your eagle must give a few blasts on the burner. Don't go mad with the burner, the fuel situation is a bit tight to say the least. You shouldn't need to use any fuel during the day, the heat from the sun is enough to keep the balloon airborne. If you get a direct hit from one of the planes however, the balloon will spring a leak and you may have to compensate. By the way, watch out for the thing that looks like a cross between a cruise missile and Thunderbird One — it's lethal.

Come nightime things get a bit chilly and after a while you will start to lose height. The only thing you can do here is to blast on the burner whenever you need it and avoid getting hit at all costs. At night, burst balloons sink like a stone. As soon as dawn breaks the balloon will start to warm up again and you can relax.

A word on eagle stamina. What with all this flapping around they get knackered pretty quickly and have to perch on top of the balloon for a bit.



Keep an eye on the bird energy meter, if it hits zero Baldy pegs it — and you've only got three.

The best time to take a nap is during the day. This is because the extra weight of the bird on the balloon casues it to loose height. In the noon sun this isn't too much of a problem, but a nightime nap will cost you a lot of fuel, so keep them to a minimum.

If you get bored with keeping your own balloon in the air and on course you can make use of a special icon which enables you to enter your opponents playing area, shoot at everything in sight and mess with the controls. Things are tricky enough as it is, so to begin with I'd recommend you sign a 'no messing' truce to begin with.

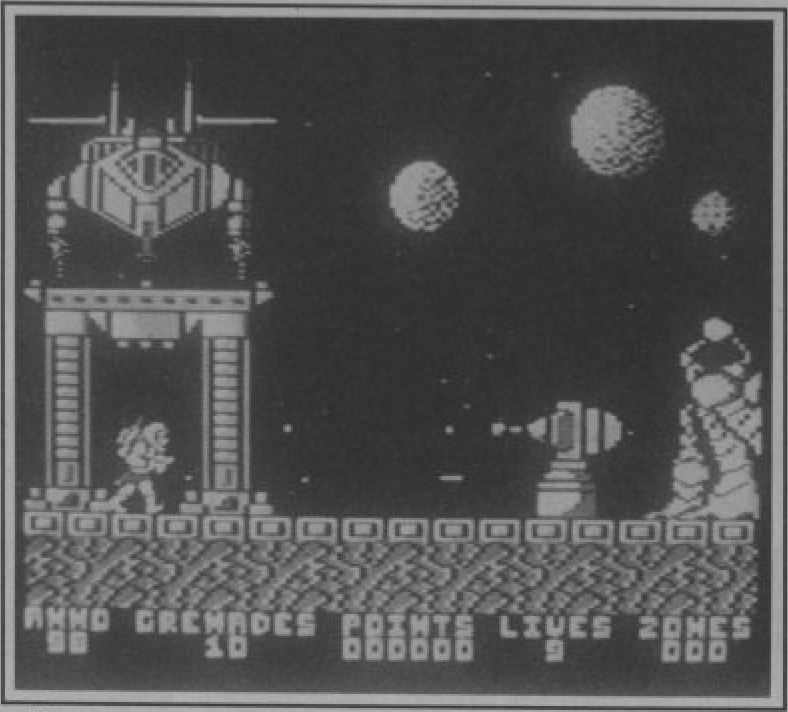
Trans-Atlantic Balloon challenge is a great idea, if a little unrealistic, and it's also fun to play — especially for two players. It's let down a bit by the presentation — it looks as though it was thrown together in a bit of a hurry. For example, if you crash the game cuts to a short animation of your balloon ditching in the drink followed by a message — 'you have failed in your bid to cross the Atlantic.' (*I thought it was pretty realistic — Ed*). Whereas if you get the damn thing across all you get is a similar landing sequence and 'Congratulations, you have been successful in your bid to cross the Atlantic'. After all the effort I put in it just seemed like a bit of an anticlimax that's all.

Apart from that little gripe, this one's OK by me. Shame he didn't wait a few months though, he could have suspended himself below a hundred foot long Matey boy or whatever he's calling them. Mind you, get a hole in one of those and you're really in trouble.

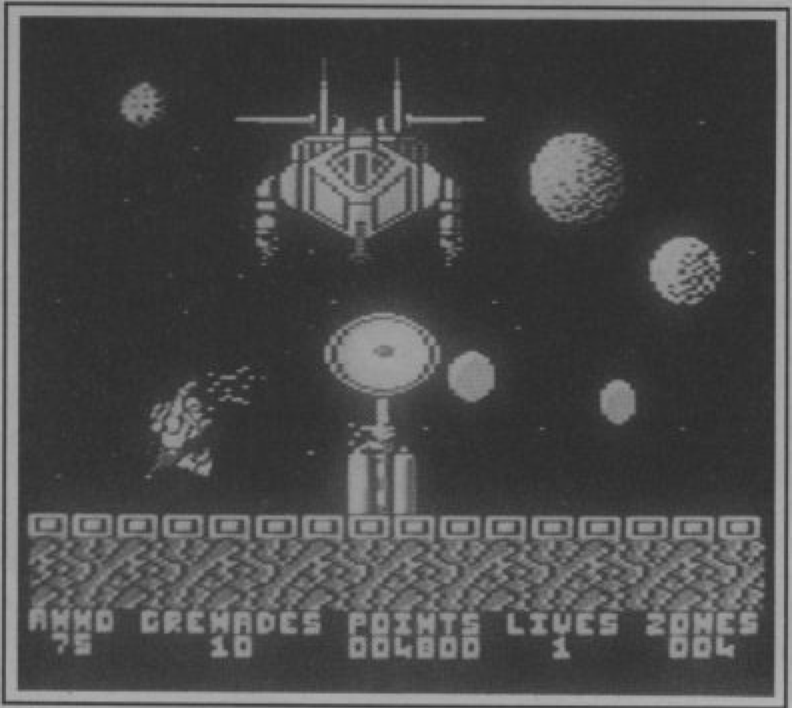
Ken McMahon

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7
Overall



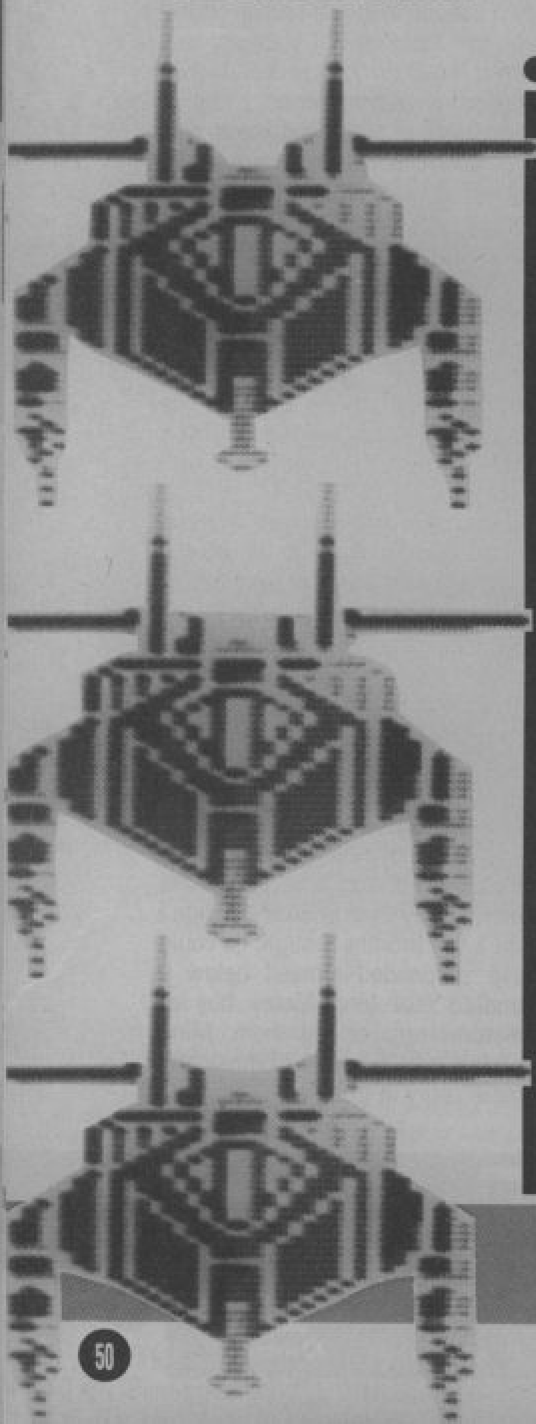
▲ Graphically neat, Exolon is a toughie.



▲ Wait for the real *Gryzor* from Ocean.

64/128
Hewson
Price:
£8.95/cass
£12.95/disk

EXOLON



Your mission, Jim, should you decide to accept it, is this: kill everything which moves and blow apart everything which doesn't.

Yep, there's no pussy-footing with *Exolon*, no spurious plot and burbling prose to wade through before you get to the action. Hewson drop you straight in it, down there among the alien gun emplacements, minefields, forcefields and blobs, with 125 screens of mayhem ahead of you, and nine meagre lives in which to do it.

All you've got to help you is a hand-held blaster, useful for picking off the mobile blobs and missiles, and a back-pack grenade launcher for destroying armoured constructs and obstacles. Ammo for both of these is sprinkled throughout the playing area, so you needn't worry too much about running short. Your stingy ration of lives is, on the other hand, crucial. There are no extra lives to be found in the game, and only a bonus life awarded at the completion of each 25-screen level.

Gameplay is more than reminiscent of *Commando-in-space* games like *Gryzor* and *Soldier of Light*. You move from left to right through each screen, using split-second timing and an itchy trigger-finger. Duck to avoid the bullets, skip over the landmine, lob a grenade at the rocket, jump into the teleport, exit on the upper level, grab some ammo, leap to the next ledge . . . and so on and so on, for screen after screen.

It's highly unlikely that you'll see all 125 screens, and if you do, that you'll think that they're worth the blood, sweat and blisters. I've actually played through the lot, thanks to an infinite lives cheat, and can assure you that the mixture is pretty much the same throughout — identical backgrounds, identical obstacles, identical aliens and identical action. Even the difficulty level is the same — i.e., diabolical.

The one, slight, variation to this monotonous formula occurs around the tenth screen of each level, where a pink chamber is located. If used correctly, this transfers your humble foot-soldier into a foot-soldier with knobs on, encased in a hyper-alloy exoskeleton which supposedly renders you immune to most of the stuff you encounter, especially mines and pneumatic hammers.

At this point the action tends to hot up anyway, so that even inside the exoskeleton it gets murderous. If you complete a level with the protection of the exoskeleton you're awarded mucho points, but as this is quite impossible don't even bother considering it.

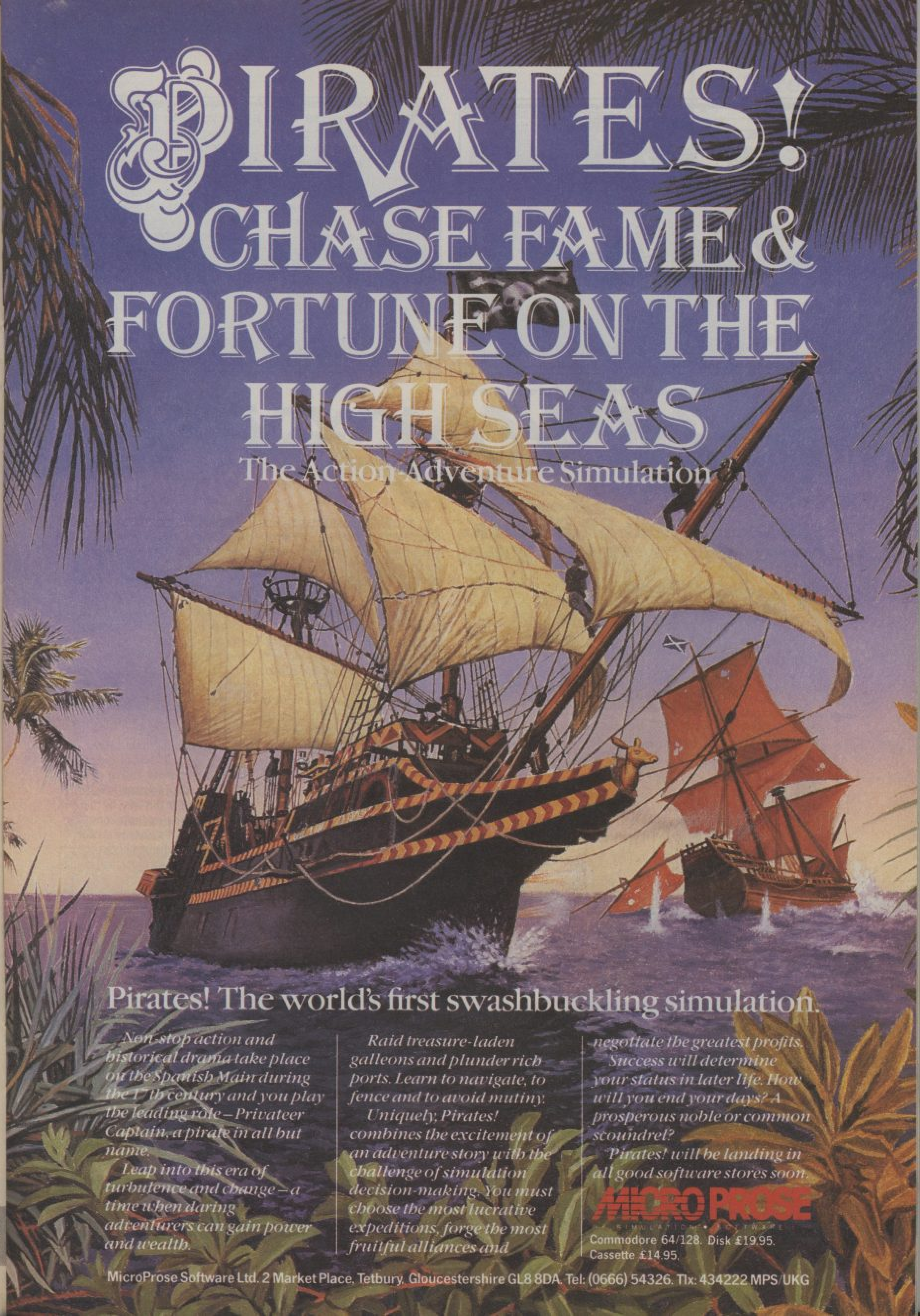
Despite the colourful landscape and the immediate attraction of totally gratuitous violence, *Exolon* is a stupidly difficult and dreary addition to shoot 'em up arcade games. The absence of any variety in the obstacles and enemies to be defeated, and the repetitious nature of the skills which are required, make game-play suffocatingly tedious.

It's shortcomings are even more obvious if you compare it with, say, Imagine's *Army Moves*, which featured seven different combat scenarious, and joystick control.

Exolon is one of Hewson's most disappointing games for a long time, and one which even committed thugs and headbangers would do well to avoid.

Bill Scolding





PIRATES!
CHASE FAME & FORTUNE ON THE HIGH SEAS
The Action-Adventure Simulation
Pirates! The world's first swashbuckling simulation.
Non-stop action and historical drama take place on the Spanish Main during the 17th century and you play the leading role – Privateer Captain, a pirate in all but name.
Leap into this era of turbulence and change – a time when daring adventurers can gain power and wealth.
Raid treasure-laden galleons and plunder rich ports. Learn to navigate, to fence and to avoid mutiny.
Uniquely, Pirates! combines the excitement of an adventure story with the challenge of simulation decision-making. You must choose the most lucrative expeditions, forge the most fruitful alliances and negotiate the greatest profits.
Success will determine your status in later life. How will you end your days? A prosperous noble or common scoundrel?
Pirates! will be landing in all good software stores soon.
MICRO PROSE
Commodore 64/128. Disk £19.95. Cassette £14.95.
MicroProse Software Ltd. 2 Market Place, Tetbury, Gloucestershire GL8 8DA. Tel: (0666) 54326. Tlx: 434222 MPS/UKG



▲ **Passengers is an adult orientated graphic novel.**

A daring escape from a British ship, an attempted rape by a one-eyed coffin-burner, voodoo in the French colony of Dahomey, and seduction and subterfuge in the Savannah . . . *Passengers on the Wind* clearly has a story slightly more complex than the usual junk we get from most software publishers.

Based very closely in plot and graphics on the award-winning comic strip epic by Francois Bourgeon, it follows the adventures of Isabeau, an 18th century French girl of noble rank, who travels the globe in search of the proof which will restore her lost fortunes.

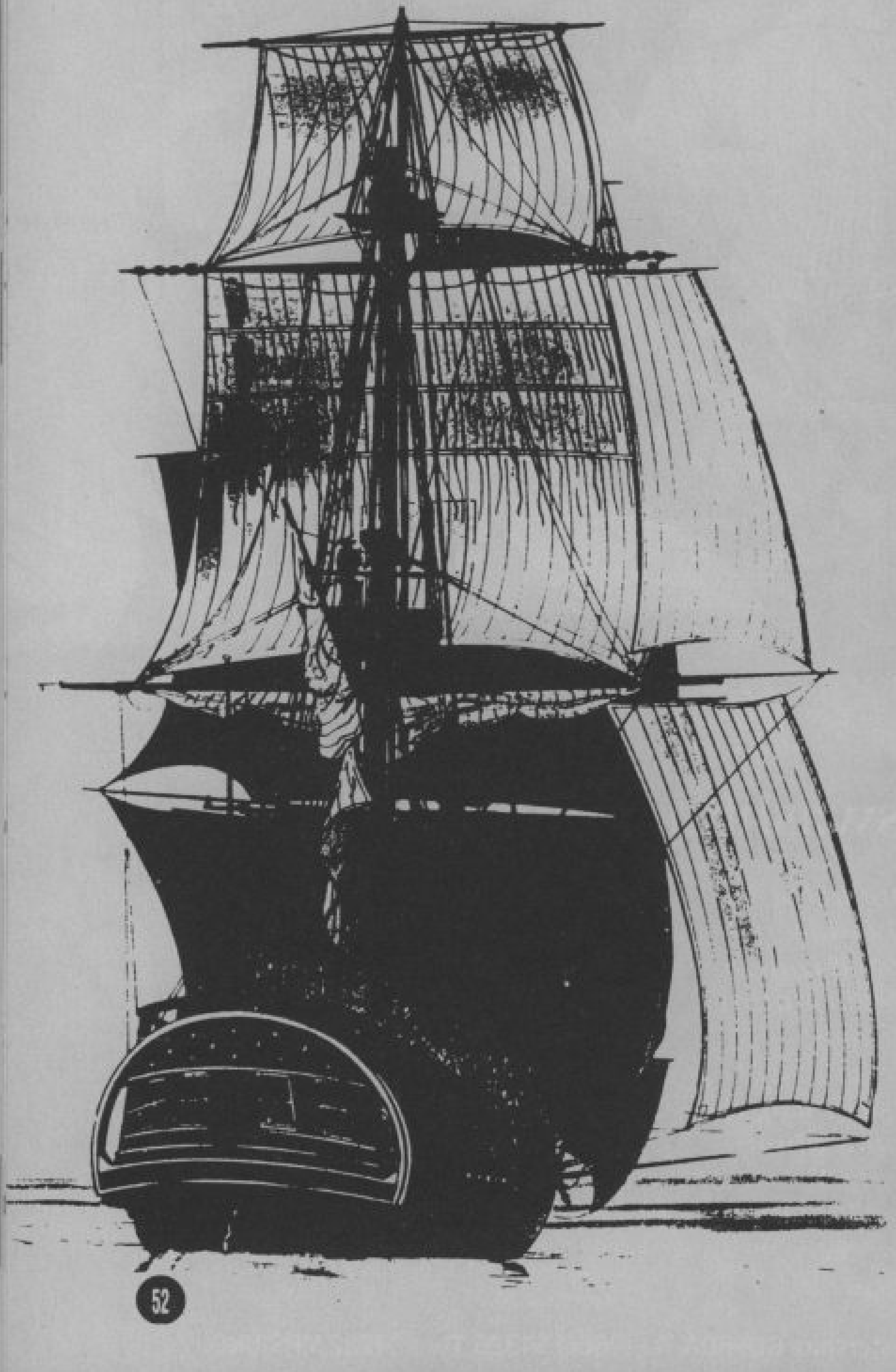
Below this graphics area is where your involvement takes place, as you use your joystick-controlled cursor to select the portraits of the characters, and then read their thoughts and speech in the text window, choosing between alternative courses of action where necessary. For the narrative to proceed as it should, you must get the right people saying and doing the right things at the right time.

There isn't much skill in all this. Sometimes the choice of action or character is obvious, and at other times totally random. If the characters speak in the wrong order, the plot might develop in a different

PASSENGERS ON

64/128 Infogrames

Price: £9.95/cass £14.95/disk



It's an ambitious undertaking, and in fact the game only covers a small part of the story, beginning — rather confusingly — in mid-flow with Isa and Mary's dramatic rescue of Hoel, Isa's Breton lover, from the ship where he is imprisoned by the British. From here the story progresses haphazardly, as Isa and her companions board a smuggler's ship to France (Mary giving birth to a child en-route), and after a brief sojourn in the town of Nourmoutier, they eventually travel to the fortress of Juda in French West Africa. There, amongst the depraved Europeans and the unfortunate slaves, an aged missionary holds the secret to Isa's mysterious and colourful past.

There's a fair amount of danger and suspense along the way, and certainly rather more undressing than we usually find in computer software. Both Isa and Mary, the two heroines, are resourceful ladies whose solution to most predicaments is to unbutton their blouses. In this way, they cunningly catch their enemies with their pants down. This is, of course, no less than you'd expect from any game based on a French comic-strip.

Infogrames' programmers have struggled gallantly with the awesome task of squeezing all this onto a computer screen. Each episode — and there are nine — opens with a vivid, atmospheric illustration of the location, and, as the action proceeds, cartoon frames are laid over this, sometimes rapidly, in an attempt to retain the spirit of a comic strip.

direction, but more often than not the dialogue merely becomes garbled, with answers being given to questions which haven't been asked. The wrong action might be fatal (as when Francois attacks the leopard) or only irrelevant (as when the lecherous Viaroux decides whether he will bed one or both of the heroines).

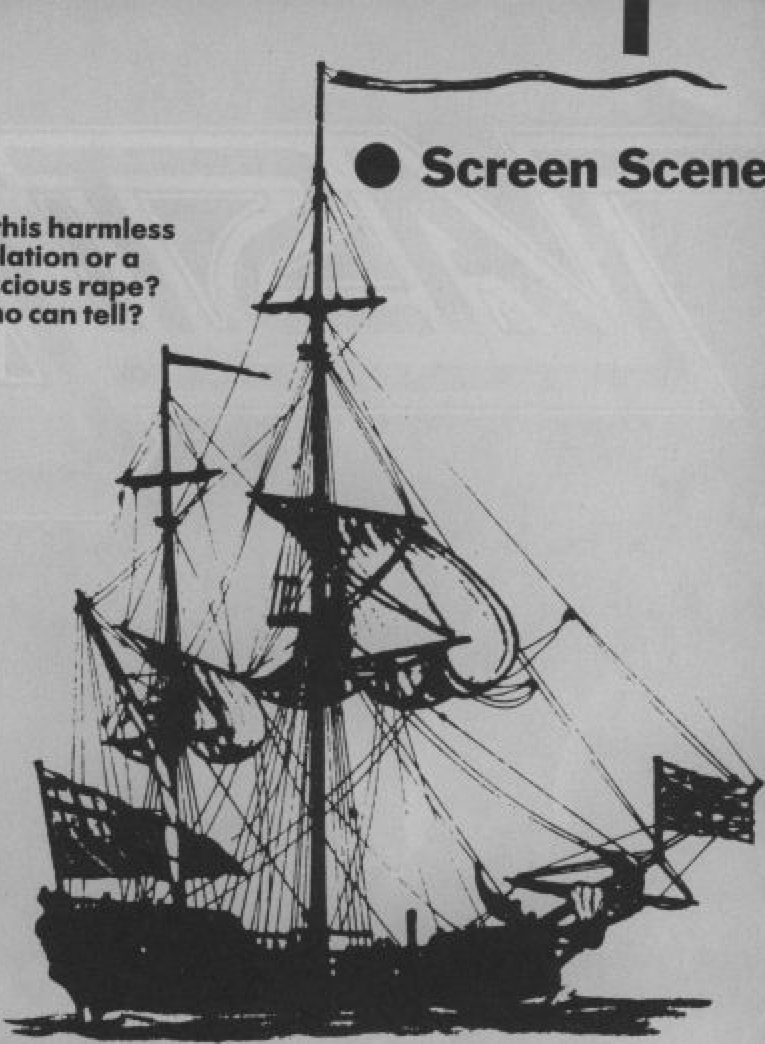
More infuriating is when selecting the wrong course of action causes an entire slice of the plot to be overlooked — although you're unaware of it at the time. Fortunately you can start each episode again if you feel things are getting out of hand, and when you're satisfied you can then save that episode. In this way, by trial and error, you can eventually complete the narrative. It's a bit like sticking the pages of a dismembered book back in the correct order, and is just as exciting.

Most of the time the plot is, in any case, largely incomprehensible, with characters popping up and disappearing from chapter to chapter. What happened to Grenouille, who vows she will never leave Hoel's side? Where is Mary's lover, John, while she's busy bonking Francois in the bushes? And who's looking after Mary's ludicrously-named baby while all this is going on?

Your understanding of events isn't helped by a clumsy translation from the French which is impenetrable and often hilarious, as when the West African slave tells Isa: "Here the king is everything, he had heard on the tom-toms that Viaroux has



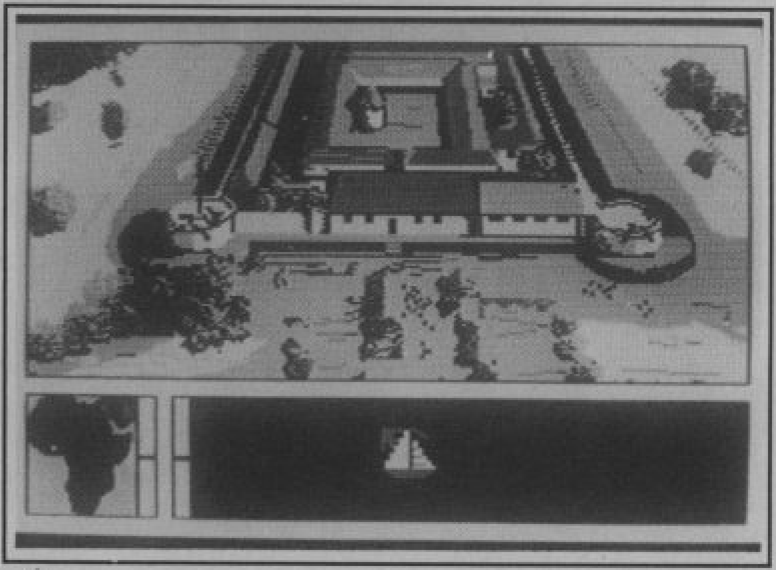
Is this harmless titilation or a viscious rape? Who can tell?



N THE WIND



News on Sunday ran a non story about the game.



But the truth is the graphics disguise the game's difficulty.



Why not get yourself the graphic novel? (though it is in French).

cocked everything up." Isa replies: "So what?"

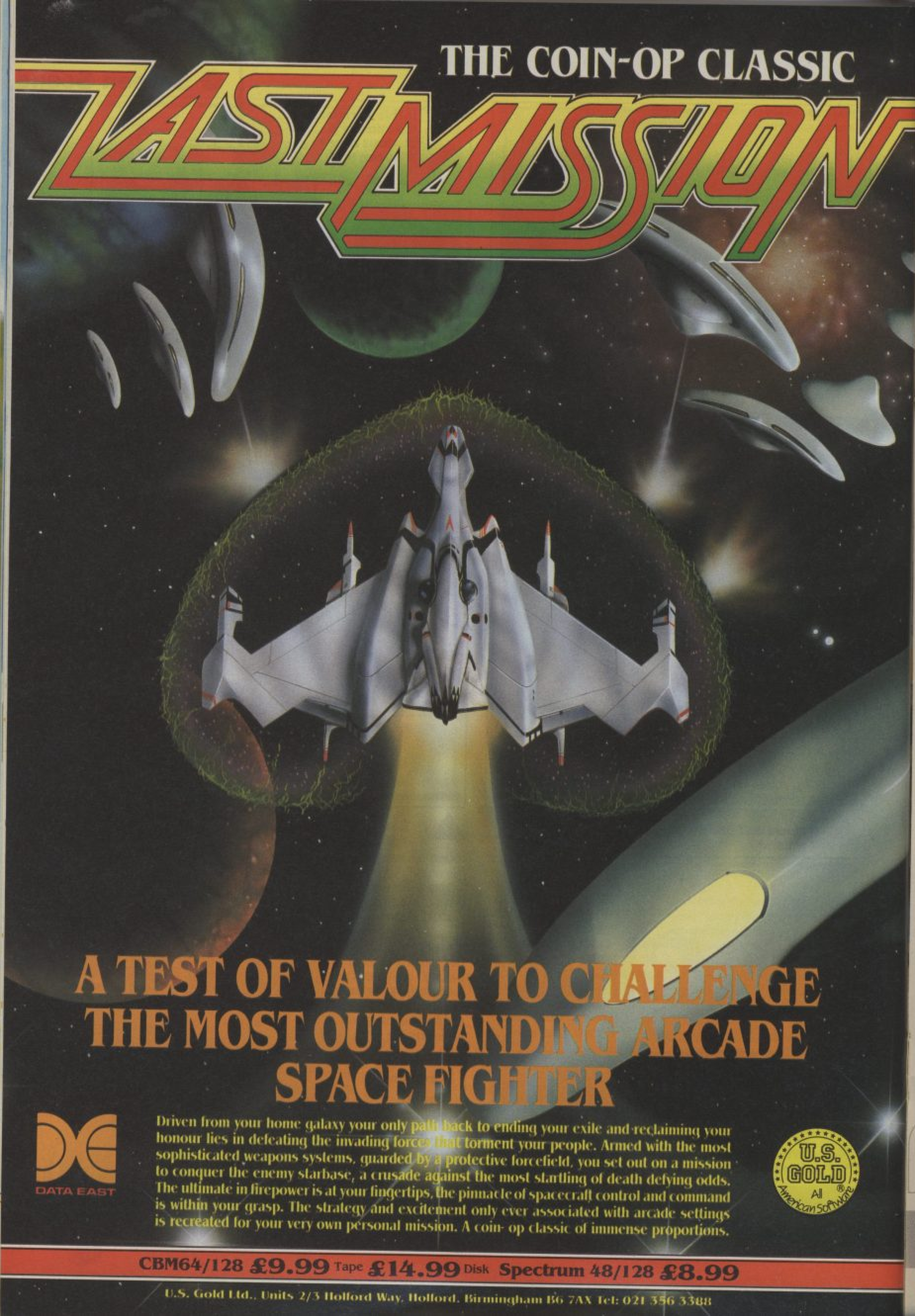
Better still is when one-eyed Dewey, the cremator, excited at the prospect of some hanky-panky with Mary, announces that he will warm himself up by jumping up and down. God knows what the original French was, but I bet it wasn't that!

Add to this an instruction manual which inclines towards gibberish, and some needless irritations in game-play (like not being told who the various characters are, and finicky icon-access), and you've got a package which promises a hell of a lot more than it delivers. All it really succeeds in doing is making you ask yourself: "Why am I squinting at this travesty of a comic strip when I'd be better off reading the book itself?"

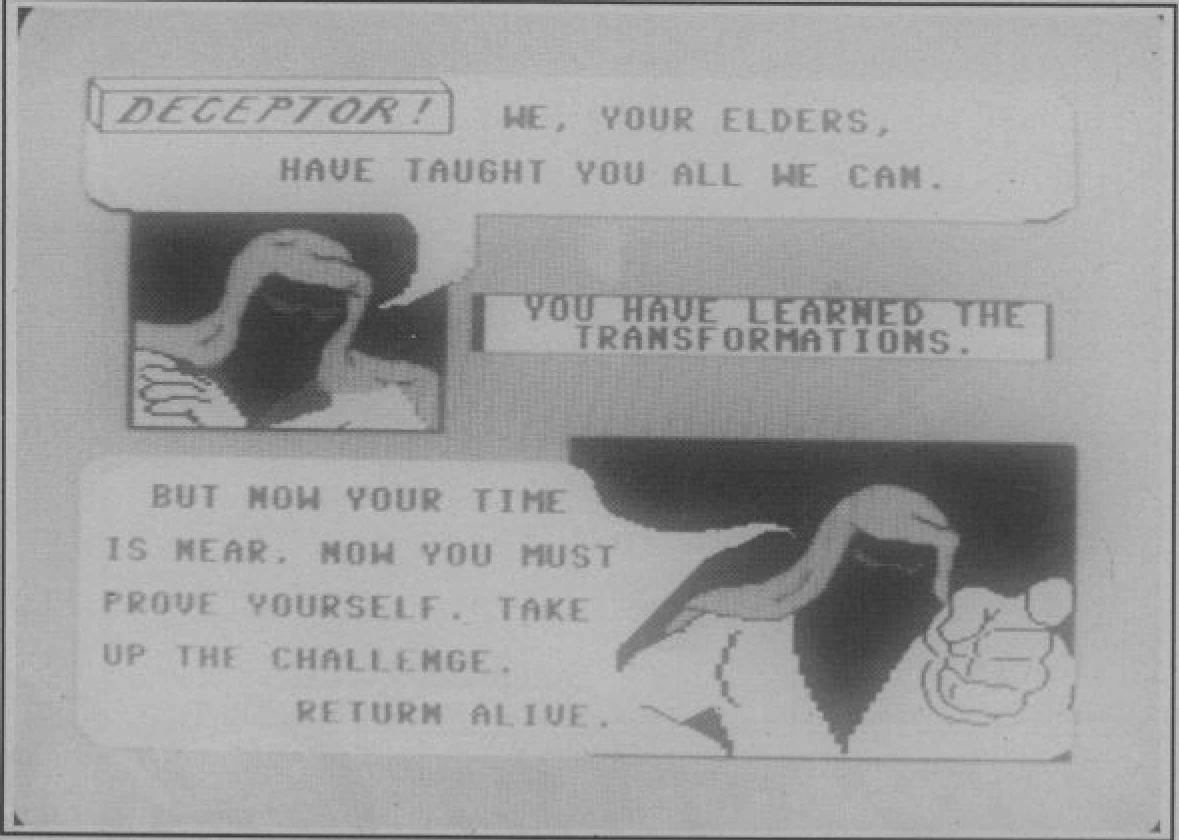
As that quaint 18th-century pidgin English phrase puts it, Infogrames have cocked everything up.

Bill Scolding

	Rating (1–10)
Graphics	8
Sound	4
Toughness	4
Endurance	6
Value	6
Overall	5


THE COIN-OP CLASSIC
LAST MISSION
A TEST OF VALOUR TO CHALLENGE THE MOST OUTSTANDING ARCADE SPACE FIGHTER
DATA EAST
Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds. The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin- op classic of immense proportions.
U.S. GOLD
All American Software
CBM64/128 £9.99 Tape £14.99 Disk Spectrum 48/128 £8.99
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388

64/128
US Gold
Price:
£9.99/cass
£14.95/disk



Deceptors — press play again . . . and again.

DECEPTOR

Like American cars, American software has got to be bigger than everyone else's, crammed full of K and coming in multi-disk, multi-load packages which set the Yanks back 40 bucks or more. The games might not be better than ours, but they sure as hell cost a lot more.

Deceptor is one of those games, and US Gold have made a desperate attempt to squeeze it onto a single side of a cassette. In doing so, they've made one teensy weensy little adjustment to normal gameplay: whenever you die, you don't just get sent back to the beginning to have another go, but you have to first LOAD THE GODDAM' THING ALL OVER AGAIN! Brilliant, eh? Disk users don't get away lightly either, though for them the operation takes less time. On disk or cassette, it's a bummer.

You're a Deceptor, a multi-form robot thingy similar to *Transformers, Gobots* and all those other expensive transforming toys which come apart in your hands.

You can change from a ground craft on skis to a dart-shaped aircraft, and by metamorphising from one to the other you navigate a scrolling landscape of unexciting walls, slopes and arches, picking up ammunition along the way. There are also some extremely pathetic and poorly-animated aliens which don't do very much except flicker. These are easily avoided.

On reaching the end of the corridor, you meet the Guardian of the Gate, which on level one, at least, is a fire-belching dragon. This is where you switch to your third, humanoid, form, and blast away at the flatulent beast until either it or you are dead.

So much for the game. Before you get into it, though, you're presented with an option screen which enables you to view the high score table, tune your controls, opt for a practice run or go straight (after several minutes' loading) into the game proper.

Turning the controls allows the responsiveness, acceleration and deceleration of your craft to be altered to suit yourself. This seems unnecessary as the default settings are perfectly adequate. The transformation speed can also be reset.

Practice play is pretty much the same as the real thing, without the flickering aliens, and gives you a chance to experiment with your joystick control. But even in practice mode, when you die you have to rewind the tape and load the program in again.

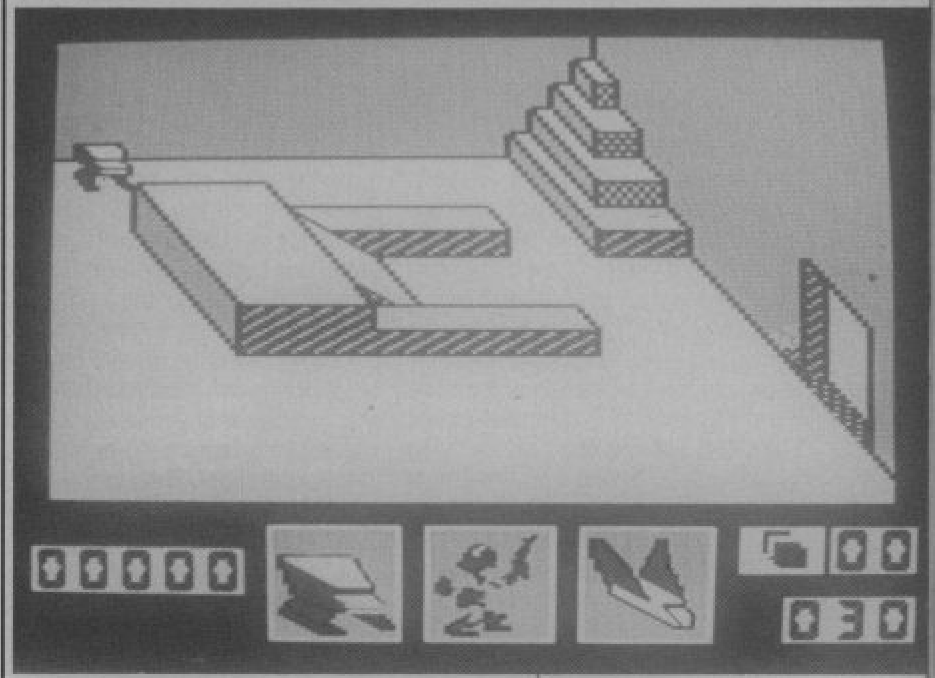
When you eventually get to the dragon, you use the joystick to aim your laser, and you'll discover that joystick control, which up until now has been remarkably responsive, is suddenly decidedly sticky. Even so, it isn't that difficult to zap the pixel abomination, although whenever I've succeeded in doing so the screen went blank, the tape started running, and then . . . nothing.

Spending hours in front of a comatose TV screen and a whirring tape recorder is not my idea of a good time, and the brief spurts of dubious action which have rewarded me are an insult.

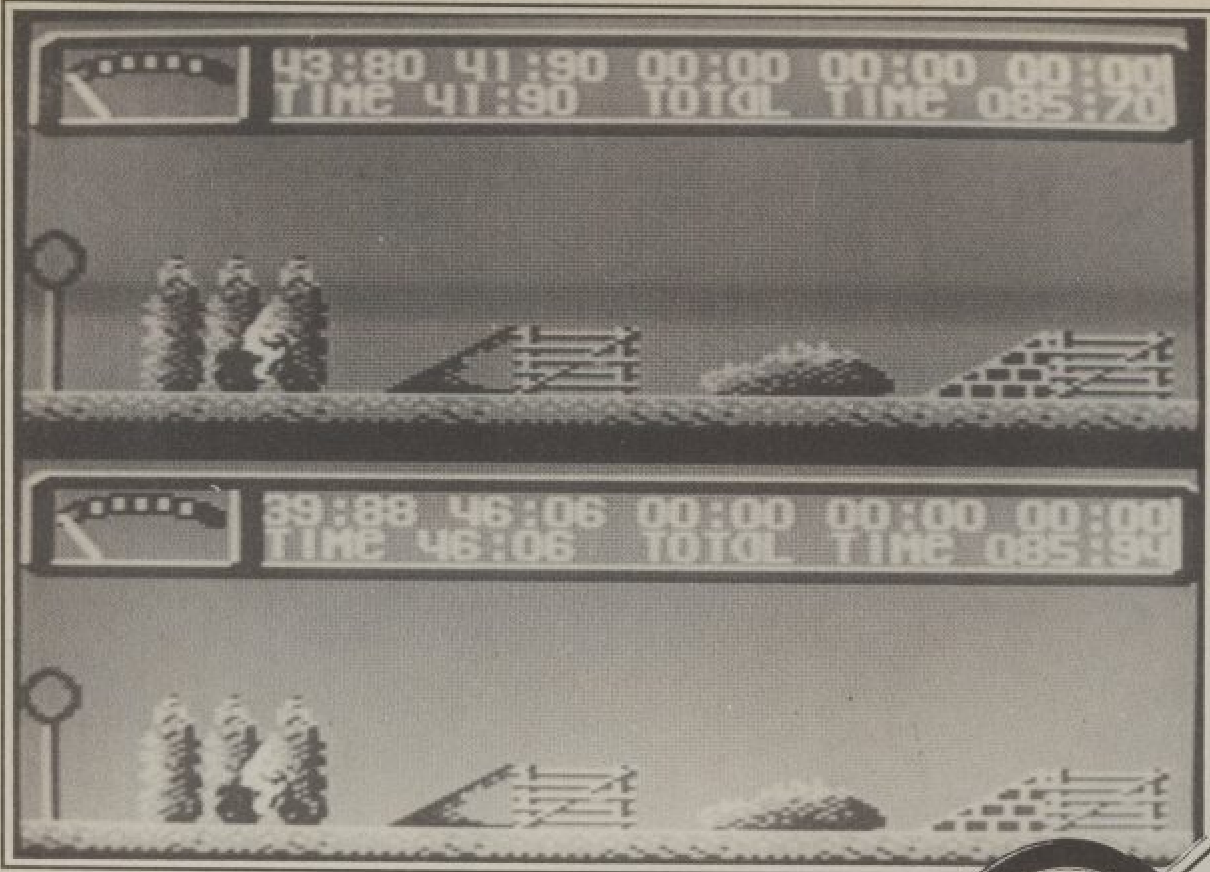
Make the mistake of buying *Deceptor* and you will witness the sensational metamorphosis of a ten-pound note into a turkey.

Bill Scolding

▼ **Megaload Transformers in disguise.**

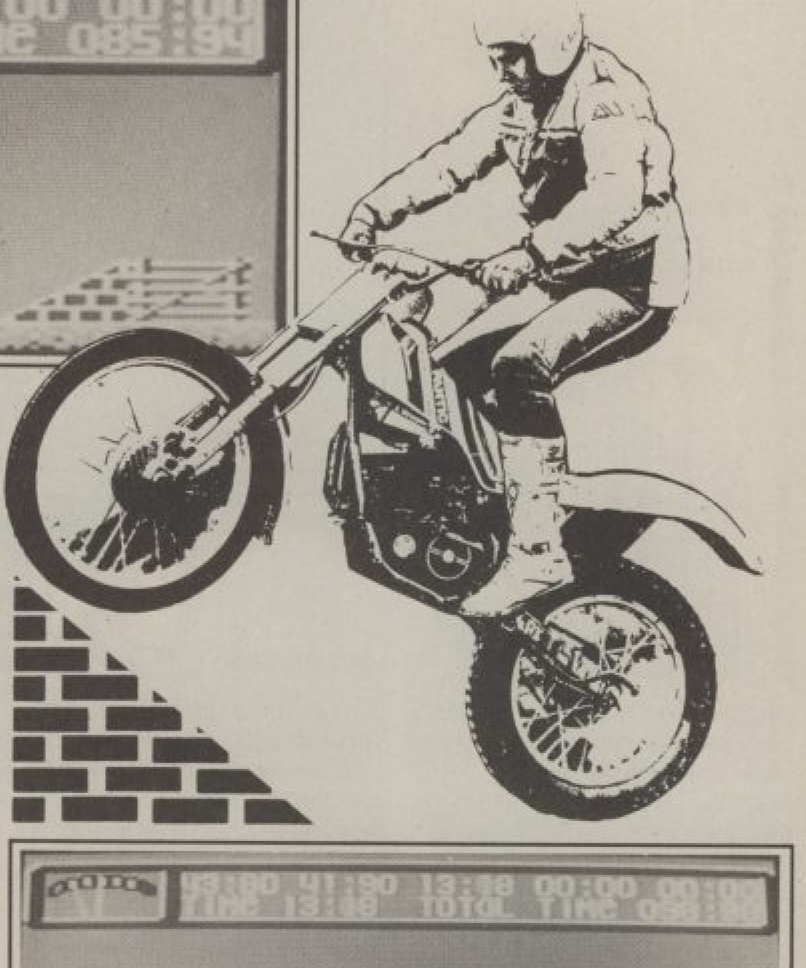


Graphics	1 2 3 4 5 6 7 8 9 10	
Sound	1 2 3 4 5 6 7 8 9 10	
Toughness	1 2 3 4 5 6 7 8 9 10	
Endurance	1 2 3 4 5 6 7 8 9 10	
Value	1 2 3 4 5 6 7 8 9 10	**1** Overall





KICK START 2



Mastertronic
64/128
Price: £1.99

It is a long, long time since the original *Kik Start* first peddled onto our 64s. Now after a long painful wait, we have no, not a tandem but another sequel and thankfully at the same cheap price as the original.

For the TV-less among us, the original *Kik Start* was clearly inspired by a BBC2 programme of the same name. As the more astute of you may have guessed by now it is a biking programme, as is the game (although it doesn't have Peter Purvis commentating).

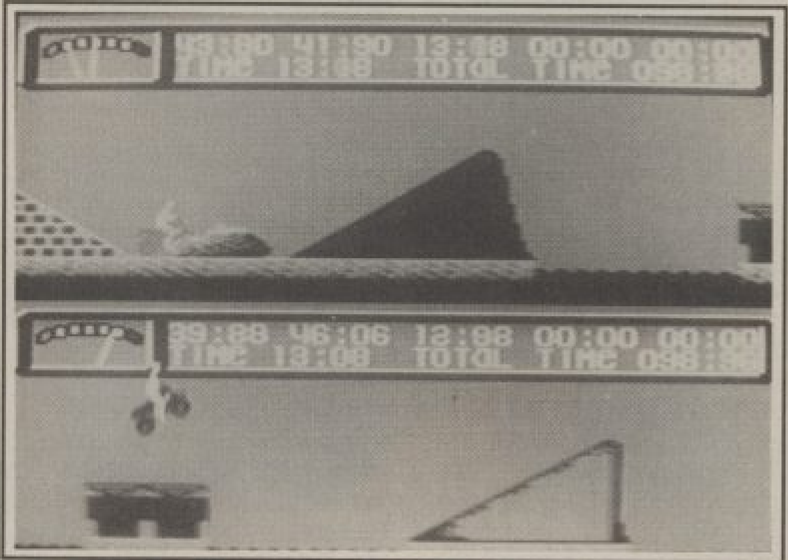
Biking is not really the precise word to use. Scrambling, I believe is correct biker's terminology for those crazy suckers, who leap over ramps and basically just don't give a flying damn about getting hurt. Well now for the second time, you can be the next (armchair) Eddie Kidd.

There are twenty-four courses to choose five from, or you can let the computer choose at random the course for your race. Once you have decided to play either against the computer or against a good chum, then you're off . . .!

There are two screens in the game, your one, and your opponent's. The game is looked on from the side and scrolls horizontally from left to right. You must guide your rider safely and quickly across all the obstacles using the controls to brake, speed-up, wheelie, and jump a perfect combination should give you a winning time.

The obstacles come in different categories. There are the little irritating ones that must be jumped over, such as the picnic tables and little holes in the ground. There are the jumps — big, (sorry, understatement!) collosal ramps which you must burn up, and gather enough speed to reach the other side and the safety of terra firma. These are often too big and too wide to be completed without the aid of a spring board. This is where timing comes in. Often there are a number of springboards located between two ramps, and you must decide which one to spring on in order to land successfully. Then there is my most hated type of obstacle, the S...L...O...W ones. These are different types of obstacles such as gates, logs, and brickwork that you must go over at a snail's pace in order to complete them successfully. They make me puke!

There is one little quirk so far. You have probably noticed that in my explanation of the game so far there



is hardly any difference from the first *Kik Start*. Not so! Apart from being faster, graphically prettier, smoother, having better sound, updated obstacles, and far more courses, there is a construction kit. Yet, it is easy to operate and even easier to ride on. I had such a scream lacing the computer on a course I'd constructed with simply one ramp. The construction set is icon controlled, you simply work your way along the track and press the subsequent key to put an obstacle down.

Without trying to sound too much like a dog with a whopping, meaty, brand new butcher's bone, I simply cannot put this game down for too long. I do not often stick to one game for such a long period of time but this will join the land of the invincibles together with the likes of classics like *Intertnational Tennis* and *Impossible Mission*. High praise indeed.

Ferdy Hamilton

	1	2	3	4	5	6	7	8	9	10
Graphics	■	■	■	■	■	■	■			
Sound	■	■	■	■	■	■	■			
Toughness	■	■	■	■	■	■	■	■		
Endurance	■	■	■	■	■	■	■	■	■	
Value	■	■	■	■	■	■	■	■	■	

8
Overall


MEGA-APOCALYPSE
FIND STRANGE AND EXCITING NEW WORLDS
. . . then blast them to pieces!
Featuring:
One player, Two players, Dual allies or Dual enemies. Five channel sound which utilises two separate speech channels with sampled dialogue and effects. Super fast 360° fire power. Collectable pods to enhance your spacecraft's shield, fire power, manoeuvrability and speed. Hi-Score, Ultra Score and Galactic Hall of Fame.
Credits:
Program and sound effects by Simon Nicol.
Graphics by Bob Stevenson.
Music by Rob Hubbard.
Commodore 64/128. £8.95 cassette, £12.95 disc.
martech
Martech is the registered trade mark of Martech Games Limited, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G
Steinar



NO BILL STICKIN
THIS
ROCK
The End
WRESTLING



COMMODORE USER
C.U. Poster No. 3

TRILOGIC DO IT AGAIN!

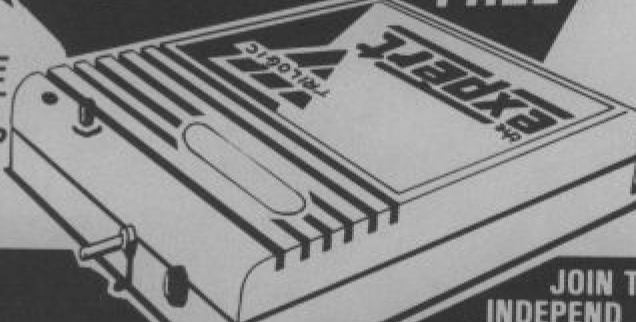
LIMITED PERIOD ONLY! ACT NOW!

SPECIAL ANNIVERSARY CELEBRATION PRICE!!!

Now ONLY £29.99 (inc VAT) POST FREE

the expert WITH ESM

MUCH MORE THAN JUST A BACK-UP UTILITY



CAN IT DO ALL THIS?

1 PROGRAM PARALYSER — Stops even the most heavily protected programs and defeats All "anti-freeze" techniques.

+

2 BACK-UP GENERATOR — TAPE – DISK, DISK – TAPE, DISK – DISK, TAPE – TAPE Transfers memory resident programs whether loaded from disk or tape.

+

3 SPRITE EXTRACTOR — Displays the sprites for you to edit, and then save, or RESTART the game using your customised ones. You can view the animation too.

+

4 SPRITE IMMORTALISER — This feature disables the sprite collision detection – prolongs active sprites . . .

+

5 HIRES SCREEN GRABBER — Save a HIRES screen and then alter it using one of several utilities widely available.

+

6 CHEAT MACHINE — The easy way to enter cheats and "pokes". Gain extra lives, or infinite energy etc etc.

+

7 CODE INTERROGATOR — A truly professional machine code monitor, operating over all 64K Ram, with disassemble, compare, transfer, fill, assemble, hunt, search, modify, jump, number conversion commands etc. PLUS, B command lists BASIC & R restarts a program.

AND IT'S . . . .

8 THE ONLY PROGRAMMABLE CARTRIDGE FOR THE 64 & 128 (64 MODE) — You'LL NEVER need to return the cartridge for upgrading. – simply send for the latest software – only £2.00 exchange disk or tape. We calculate that you could buy an EXPERT and several upgrades for what it will cost you to upgrade rival products.

JOIN THE INDEPEND NT INTERNATIONAL EXPERT USER CLUB.

IT ALSO . . .

- SAVES PROGRAMS IN ONE FILE – *(excl multipart ones)*
- COMPACTS PROGRAMS *used by leading software houses.*
- RELOADS, DECOMPACTS & RUNS ANY PROGRAM WITHIN 35 secs.
- THE EXPERT IS NOT NEEDED FOR RELOADING.
- COMPATIBLE WITH THE PHANTOM, & ALL CBM64/128 DISK DRIVES.

WITH THE *NEW* V2.10 SOFTWARE SUPPLIED, THE EXPERT CAN DO ALL THIS AND MORE.

EXPRESS DELIVERY ADD £1.95

NEW THE EXPERT UTILITY DISK No.1
- Specific multi-part back-up utilities.
- Additional operating systems.
- Fast file copier etc. etc.
- Monitor with print command. ONLY £5.95

UPGRADES
Existing EXPERTers can send for the latest V2.10 operating software as detailed in this ad for £3.50 handling charge, or £2.00 + your current disk/tape (must be in good condition).

THE EXPERT ORDER

Please send me Expert ESM — SPECIFY DISK ☐ OR TAPE ☐

Name ____________

Address ____________

If you do **not** have a disk drive please state "Tape version required."

I Attach P.Order/cheque £29.95

Access No. ____________

Post off to Trilogic Dept CU 29 HOLME LANE BRADFORD BD4 0QA

- FAST MAIL ORDER SERVICE
- PROMPT DESPATCH
- ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL BACK-UP DEVICES.

ORDERING: WRITE OR 'PHONE/ PAYMENT BY CASH, CHEQUES PAYABLE TO TRILOGIC/ BY POSTAL ORDER OR ACCESS ● ADD £1 EXTRA FOR EXPORT ORDERS. PAYMENT IN STERLING ONLY PLEASE

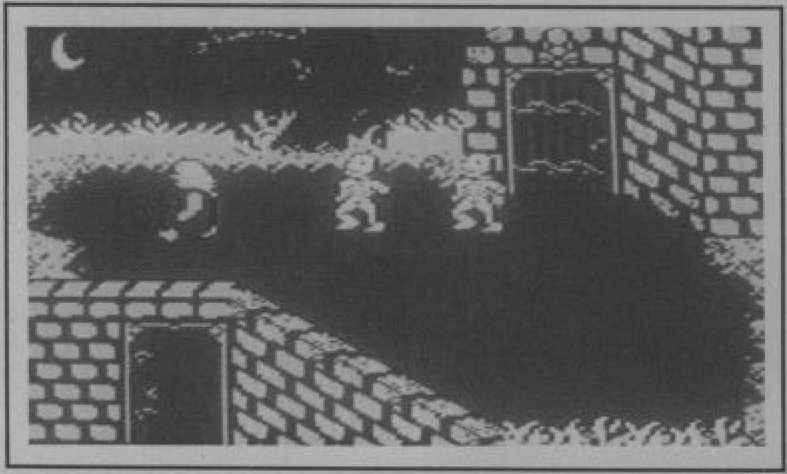
TRILOGIC

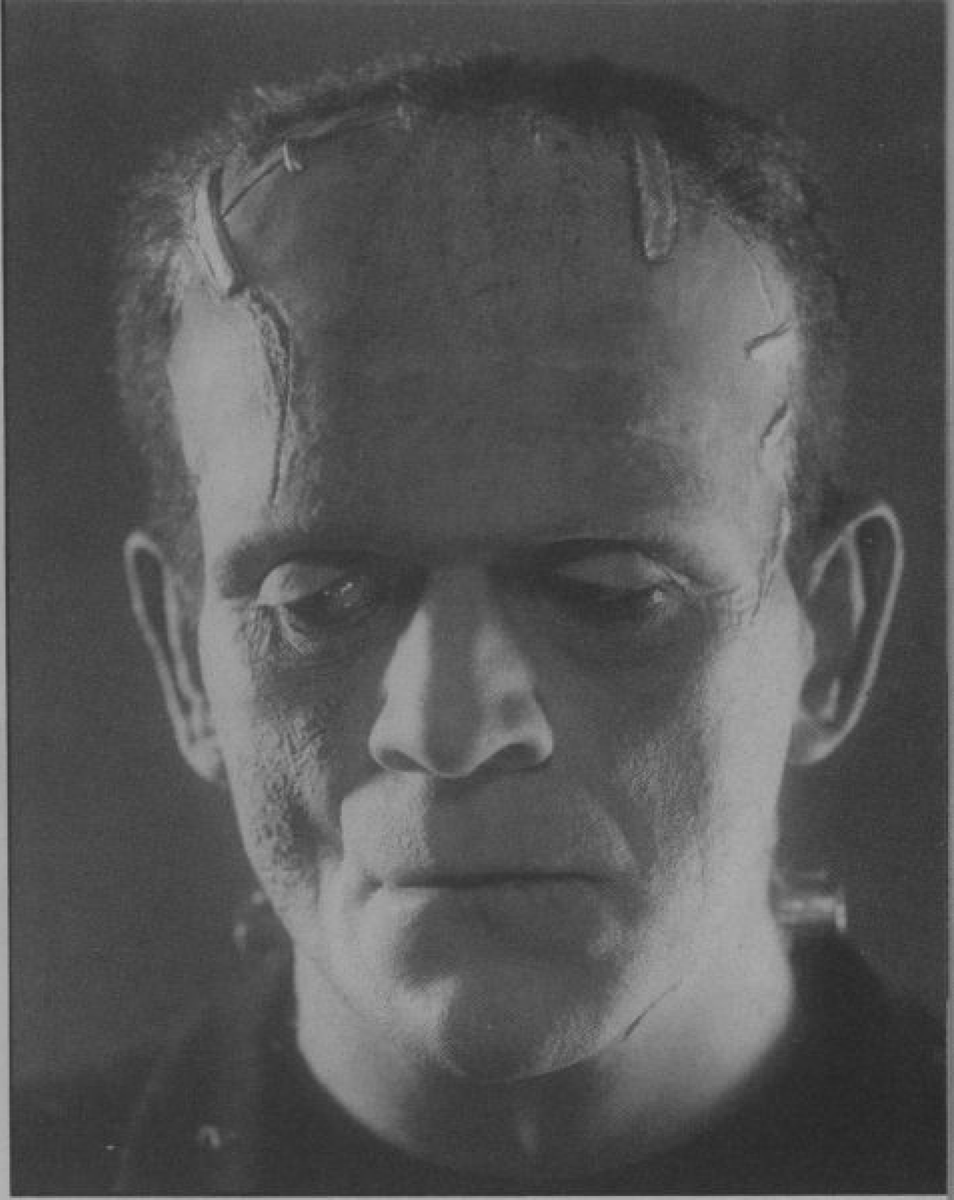
10 DAY MONEY BACK GUARANTEE!!

Tel (0274) 684289

CALLERS 329 TONG STREET BRADFORD BD4 9QY

▼ **Skeletons attempt to impress Frankenstein's bride with their tap dancing.**





BRIDE OF Frankenstein

64/128
Ariolasoft
Price: £8.95/cass



This little gothic number from Ariolasoft has got absolutely nothing to do with CRL's atmospheric and stomach-churning *Frankenstein*, and even less to do with Mary Shelley. It doesn't even have any resemblance to the wonderful 1935 horror flick of the same name.

Unusually for computer games, you control a female character, in this case a dumpy Scandinavian wench with strapping arms and a waddle. She's probably called Irma. She's got the hots for Frankenstein, the monster who's waiting at the top of the tower while the lightning crashes all around.

Before Gerta and Frankie can get it on, there's the minor problem of the latter's missing organs. These include lungs, liver, kidneys, heart and, wait for it, brain. Yes, brain. This, according to the instructions, is what you need 'to make a man of him'. Oliver Reed might tend to disagree.

So Olga goes stomping off to ransack the castle and dig up half the countryside in search of hormone-free offal for her beloved.

Now, from that simple storyline, you would probably expect this to be the usual frenetic scramble through chambers, crypts and dungeons, keeping one step ahead of ghosts and ghoulies, picking up useful objects like keys, spades, lanterns, etc. And no doubt there would be the odd flask of elixer to top up your energy, and a stupidly short timespan in which to do the business.

And you'd be dead right.

Yeah, we've got the predictable colourful and chunky graphics, quaint and largish sprites, and about sixty flip-screens of pseudo-3D locations. Dotted about the place is a spade for digging up coffins in the graveyard, a pick-axe for smashing open the tombs in the crypts, a lantern for obvious reasons, and seven keys which are situated as far away as possible from the doors which they unlock.

In fact, if it wasn't for the keys there wouldn't be much of a game, as Greta spends most of her time plodding back and forth picking up and dropping Yales because she can only carry one at a time.

The game is only marginally redeemed by one unusual feature. Entering one location, referred to as The Sanctuary in the instructions, affects the immediate geography of the castle, so that when you exit you'll find you've suddenly got a short cut to the room with the lantern, passing on the way the pink key which unlocks the distant chamber where the pick-axe is.

Digging amongst the tombstones reveals kidneys, liver and lungs in abundance, though some of it looks decidedly dodgy. I've got a nasty feeling that the heart and all-important brain can only be extracted from the living, shackled prisoners in the dungeons.

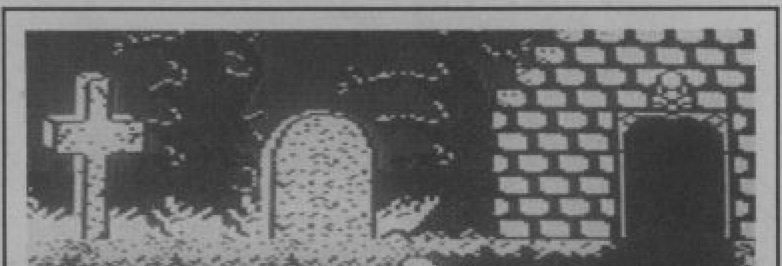
Bride of Frankenstein is aimed fairly and squarely at arcadesters who seem to enjoy this sort of mindless but mildly entertaining drivel. It's competently and attractively presented — though with a continually irritating and often fatal change of viewpoint every time Gretel goes through a door. But the game's difficulty all hinges on one feature that for me kills the whole thing stone dead. You only get one life.

However far you progress, one deadly encounter with a nasty sends you right back to the beginning for a new game. You don't even get a percentage score for your trouble.

And so playing *Bride of Frankenstein* boils down to performing the same actions again and again and again. That's not challenging. That's just boring.

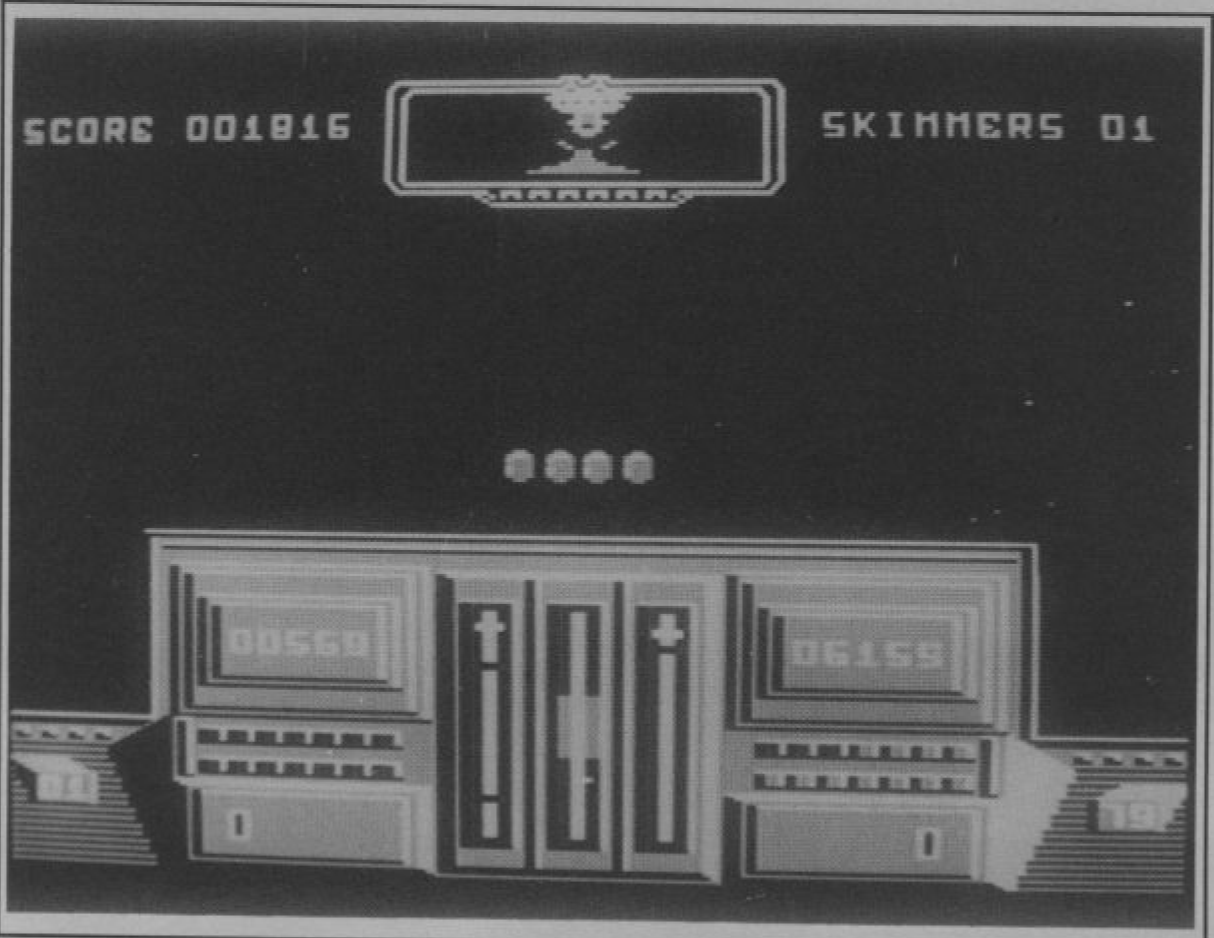
Bill Scolding

▼ **Ms Frankenstein could do with a diet of Ryveta and cottage cheese.**



Graphics	1	2	3	4	5	6	7	8	9	10
Sound	1	2	3	4	5	6	7	8	9	10
Toughness	1	2	3	4	5	6	7	8	9	10
Endurance	1	2	3	4	5	6	7	8	9	10
Value	1	2	3	4	5	6	7	8	9	10

6 Overall



complete and the hazards you've demolished on the way.

Once you've sorted out the peculiar notion of a race trace in three dimensions — and I'm not even going to attempt to describe it — you should be zipping and zapping away like mad, taking care to replenish fire-power by hitting the ammo dumps, and keeping an eye out for the black skimmer.

◀ Deadringer's "uninteresting futuristic dashboard display".

He's very fast and has the advantage of travelling in both directions, as well as lane-hopping continually, so you never know whether he's in front or behind, or to the left or right, until his sinister outline looms up in your rear-view mirror (a nice touch).

Life on the outside edge of the doughnut is tough, as obstacles will suddenly come shooting over the horizon at you, whereas on the inside edge you get to see them long

DEADRINGER

64/128

Price: £4.95

Travelling endlessly around an enormous doughnut doesn't exactly sound like the computer game concept of the 80s.

Dress this up with some dodgy graphics — a sprinkling of white dots for stars, a curving blue highway, some rather dull-looking obstacles and an uninteresting futuristic dashboard display — and you could be forgiven for thinking that what we have here is a bit of a dodo.

But *Deadringer* is more than the sum of its parts. Not much more, it's true, but enough to grant a few hours of absorbing play.

But what about that doughnut? Well, racing around this hoop in space is, we're told, how the morons of the far future get their kicks, piloting skimmers at crazy speeds to win death or glory — though there's not much of the latter as far as I can see.

You're one such moron, and you're not alone on the doughnut. There's another rider in a black missile-slung roadster who's out to get you. And the four lanes of the circular track are littered with forcefields, mines, warp gates and walls. Smashing through those won't win you many brownie points, so you blast away at the first three and sidestep the walls by hopping into an adjacent lane.

This can be dangerous, as you can steer right into the path of an oncoming obstacle if you don't keep an eye on the dashboard radar display. This shows the traffic on the lanes to either side of you as well as the one you're on.

The point of all this, in case you haven't sussed it by now, is to stay alive as long as possible, notching up a high score for each circuit you

before they hit. On the other lanes, the track curves t left or right, and there's some impressive graphic effects as the obstacles come sweeping round the bend.

That's about it really. A stunningly simple game with spartan graphics, but for some strange reason actually quite addictive. And while you're resting between bouts, there's a catchy title screen tune which owes more than a little to the 50s classic *Summertime Blues*, and which probably has Eddie Cochran spinning in his grave and contemplating legal action.

File under 'Interesting' and take it out occasionally to while away those rainy afternoons.

Bill Scolding

Rating (scale 1–10)	Score
Graphics	6
Sound	5
Toughness	6
Endurance	7
Value	8
Overall	**7**

ENTER THE WORLD OF
Brøderbund Software®

And open your mind as well as your computer to a whole new experience in creative computing. Open the doorway to a whole new vista of family entertainment – design, print and model your very own creations – not just on screen but in the real world of three dimensions.

Broderbund gives you the tools, its up to your imagination to do the rest.



THE TOY SHOP

Create marvellous mechanical models that really work from a balloon powered steam engine to a carousel, or a tractor crane to a mechanical bank. You can choose from up to 20 different designs from the on-screen menu which you can then personalize by adding custom patterns, graphics, colour and text to individual parts. The pack comes complete with all the supplies you'll need to start printing out and making up your models straight away. The Toy Shop will provide hours of skill-building fascination for children and adults alike.

Apple, CBM 64/128, IBM £44.99

THE PRINT SHOP

How often have you wished you could design your own birthday greetings cards, your own jolly party banners, or come up with eye catching posters. Now you can create and print everything from unique birthday cards and party invitations to your own personal notepaper – quickly and easily with the Print Shop. You don't need to be an artist because the simple menus will guide you all the way. You'll be able to choose from dozens of pictures, symbols, borders, backgrounds and lettering. Follow the examples in the illustrated reference manual or create designs of your own. The Print Shop even comes with colourful printed paper and envelopes, so you can begin printing your own cards, letters and signs straight away.

Apple, Atari, CBM 64/128, IBM £39.99

THE PRINT SHOP COMPANION

This fascinating program is a must for every Print Shop owner offering an enhanced graphics editor containing features found in far more expensive drawing programs. It also includes dozens of beautiful new typefaces, borders, graphics and a calendar designer.

Apple, Atari, CBM 64/128, IBM £29.99

HOLIDAY EDITION

Here you'll find beautiful graphics for Christmas, Easter, New Year – 26 holidays in all plus an increased range of type styles, borders and full panel designs (to be used with the original Print Shop).

Atari, CBM 64/128 £19.99

THE PRINT SHOP GRAPHICS LIBRARY

Expand the capabilities of the original Print Shop with a library of new graphics to fit specialised needs. Disk 1 of the Print Shop Graphics Library provides over 100 new graphics for holidays, special occasions, zodiac signs, animals and more. On Disk 2 you'll find symbols for your favourite hobbies along with others for occupations, travel, music and more, whilst Disk 3 covers a whole zoo of animals graphics, business and international symbols and some great graphics depicting the four seasons. All three disks require the original Print Shop program.

Apple, Atari, CBM 64/128, IBM £19.99

Brøderbund

And bring your computer to life!

U.S. GOLD All American Software

U. S. GOLD LTD., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

MICROSNIPS

37 SEAVIEW ROAD · WALLASEY
MERSEYSIDE · L45 4QN.
Telephone: (051) 630 3013
24 Hr ANSAFONE

ALL TITLES OF SOFTWARE 15% OFF RRP FOR ALL COMMODORE MACHINES

HARDWARE

COMMODORE 64C PACK	£229.95
AMIGA A500	£539.95
128D	£489.95
CITIZEN 120-D PRINTER	£189.95
MPS1000 PRINTER	£249.95
AMSTRAD DMP2000 PRINTER	£159.95
CITIZEN 2 COLOUR PRINTER	£29.95
1571 DS DISC DRIVE	£259.95
PHILIPS MED-RES COLOUR MON	£299.95
CBM 1901C COLOUR MON. HI-RES	£299.95
CBM 1900M C128 MONITOR	£139.95

SOFTWARE

	TAPE	DISC
GRAPHIC ADVENTURE CREATOR	£18.95	£22.95
ART STUDIO	£12.95	£15.95
TASWORD		£16.95
OXFORD BASIC		£29.95
PRINTSHOP		£32.95
PETSPEED 128 COMPILER		£39.95
TRIVIAL PURSUIT	£11.95	
OINK	£7.95	

C64 REPAIR £35 max.

BRIDE OF FRANKENSTEIN	£7.99
TANK	£7.75
GAME OVER	£7.75
SHADOW OF MORDOR	£7.99
THE LIVING DAYLIGHTS	£7.99
LAUREL & HARDY	£7.99
DEADRINGER	£4.25
LAST NINJA	£7.99

SPECIAL OFFER
1541 C DISC DRIVE NORMALLY £199.95 FOR C64/C128
ONLY £187.50

ACCESSORIES

CBM DATACORDER	£39.95
ALTAI C64/128 RECORDER	£24.95
C64/128 ADAPTOR FOR ANY RECORDER	£19.95
C64/128 DISC DRIVE/PRINTER CABLE	£3.99

DISC NOTCHER	£4.99
BOX 10 5¼" AXIOM DSDD DISCS	£9.95
64C REPLACEMENT CASING FOR OLD 64	£19.95
LOCKABLE DISC BOX (HOLDS 100 5¼")	£10.95
COMPUTER/TV LEAD (2m)	£2.59
HEAD ALIGNMENT KIT (Specify model)	£4.99
MAGIC MONITOR LEAD	£14.95
VIC-20 UHF MODULATOR	£14.95
MPS 801 RIBBON	£4.99
STAR NL10 RIBBON	£5.95
CITIZEN 120D RIBBON	£4.95
CBM USER PORT MOTHERBOARD	£14.95
DATEL EXPANSION SLOT	£19.95
MODEM 1000	£39.95
CBM64/VIC PSU	£24.95
ACTION REPLAY (LATEST)	£28.50
DISC DEMON	£63.99
EXPERT CARTRIDGE WITH ESM	£37.50
DOLPHIN DOS 64	£69.95
DOLPHIN DOS 128	£79.95
FREEZE MACHINE	£24.95
DATA SMART CART	£29.99
QUICK DISC +	£16.95
USER PORT RESET SWITCH	£5.99
C64/VIC LUXURY COVER	£6.95
1541/1570 DUST COVER	£4.99
CBM 64C LUXURY COVER	£6.95
CBM 128 LUXURY COVER	£6.95
NEOS MOUSE/CHEESE (DISC & TAPE)	£34.95
SEIKO WRIST TERMINAL	£49.95
KONIX SPEEDKING JOYSTICK	£11.95

HOTLINE 051-691 2008

CREDIT CHARGE

SEND FOR LIST OF SALE DISC SOFTWARE – 25% OFF
OPEN SIX DAYS
Send for your FREE 20 page price list

Postage and Packing
Items under £20 add £1.00.
Items under £50 add £2.00
Items under £100 add £5.00
Items over £100 add £10.00

Overseas customers: Full price shown will cover carriage and free tax.
We apologise for any alteration, omissions since going to press.

SPECTRUM 16/48/+ 128K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WITH PLAYING THE SAME OLD GAMES? JUST LOOK AT WHAT MEMBERSHIP TO SOFTLINK (N.I.) WILL OFFER YOU.

- FIRST FREE HIRE
- 7 DAYS FULL HIRE
- CLUB RENTAL CATALOGUE
- FREE MONTHLY PRIZE DRAW
- FREE TO ENTER COMPETITIONS
- MEMBERSHIP FEE IS ONLY £2.00
- MANY TITLES AT DISCOUNTED PRICES
- THE LATEST TOP CHART TITLES AVAILABLE
- TAPE AND MICRODRIVE HIRE FOR THE SPECTRUM
- HIRE DISCOUNTS OFFERED ON FOUR TITLE ORDERS
- HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
- TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
- HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
- REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
- ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
- BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, etc.
- ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
- RETURN POSTAGE CHARGES/PACKING AND PRE-PAID BY SOFTLINK
- UP TO FOUR INDIVIDUAL TITLES CAN BE HIRED AT ANY ONE TIME.

SOFTLINK (N.I.),
19 DUNLOY GDNS,
NEWTOWNABBEY,
CO. ANTRIM
BT37 9HZ

SEND CHEQUE/P.O. MADE PAYABLE TO SOFTLINK (N.I.) OR SEND A S.A.E. (10" × 7"). PLEASE STATE COMPUTER TYPE.

DUPLIKIT

Software backup board for the C64

DUPLIKIT requires the use of two CBM compatible cassette recorders to function as a backup aid. Although if one cassette is connected to the top connector, it may be used to visually verify that data is being transferred to the computer.

DUPLIKIT may be used with or without the computer actually loading, i.e. it is not essential to press shift, run/stop. The result will be equally efficient. During tests DUPLIKIT achieved 100% success rate.

NO SOFTWARE REQUIRED TO OPERATE THIS SYSTEM

This duplicate is supplied exclusively to Softlink, by Digitec Electronics.
Recommended retail price £7.95.
Existing members may obtain a copy for £6.95 if they quote their membership number when ordering.

SOFTLINK is the key to computer software that does it weekly not weakly.

SOFT LINK

LOOK FOR THE PLAIN PACK . . .

THAT PACKS TWO PLANES!



twin tornado

THE WORLDS FIRST FLIGHT SIMULATOR WITH MULTI-USER OPTION

Developed from 'Double Phantom' on the BBC, as seen on 'Micro Live' TV.

Runs on single or linked C64's.

(Link cable voucher with program)

£9.95 Turbo Cassette C64
£11.95 Disc C64

Locally, or direct, first class post free.

PHONE 24 HOUR 0903 776000 ACCESS/VISA

OR CHEQUE/P.O. TO P.O. BOX 66
EAST PRESTON WEST SUSSEX BN16 2TX

DOCTOR SOFT SIMULATIONS

B24



SSI (US Gold)
64/128
Price:
£19.99/disk
£14.99/cass

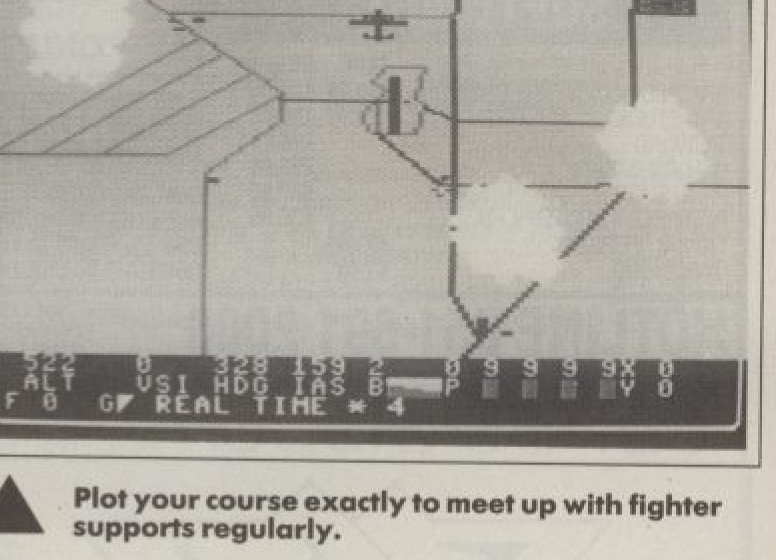


In March 1944 the 460th squadron of B24 bombers flew 19 missions from their base in Spinazolla, Italy, to destroy the Ploestri oil refineries in Rumania. Now it's your turn to lead your squadron of 40 bombers against Hitlers oil supplies. Your success of failure could determine the outcome of the war.

The game, disk or tape, is supplied with a full instruction manual that takes you through "training" flights to the coast of Yugoslavia and then on to Bucharest. Survive those with most of your crews intact then you're ready for the campaign game. Then you'll need to read your intelligence folder on the Poestli oil refineries and the map to make sure you avoid hitting any mountains.

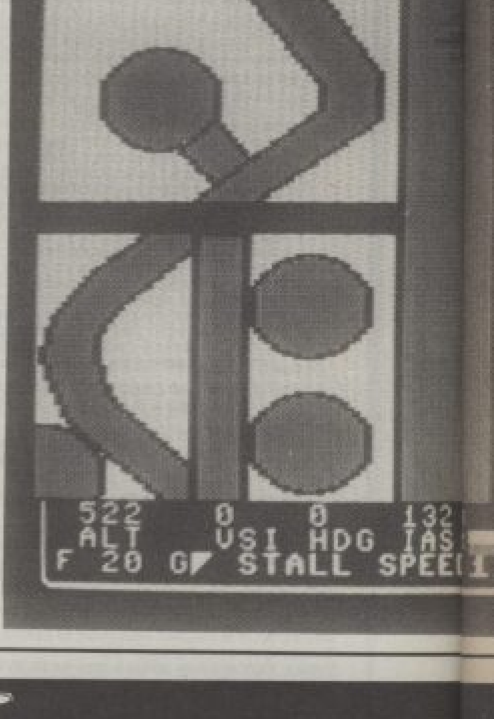
B24 is one of BSI's excellent strategy games and so the emphasis of the game lies in the planning and the strategy to ensure that you not only complete one mission but also have enough planes capable of flying the next 18 missions as well. Consequently the graphics are crude — it's certainly not another Gunship but they are functional. B24 also assumes that you know how to fly a plane (most squadron leaders do!) and so has simplified these procedures leaving you to concentrate on your route and bombing run.

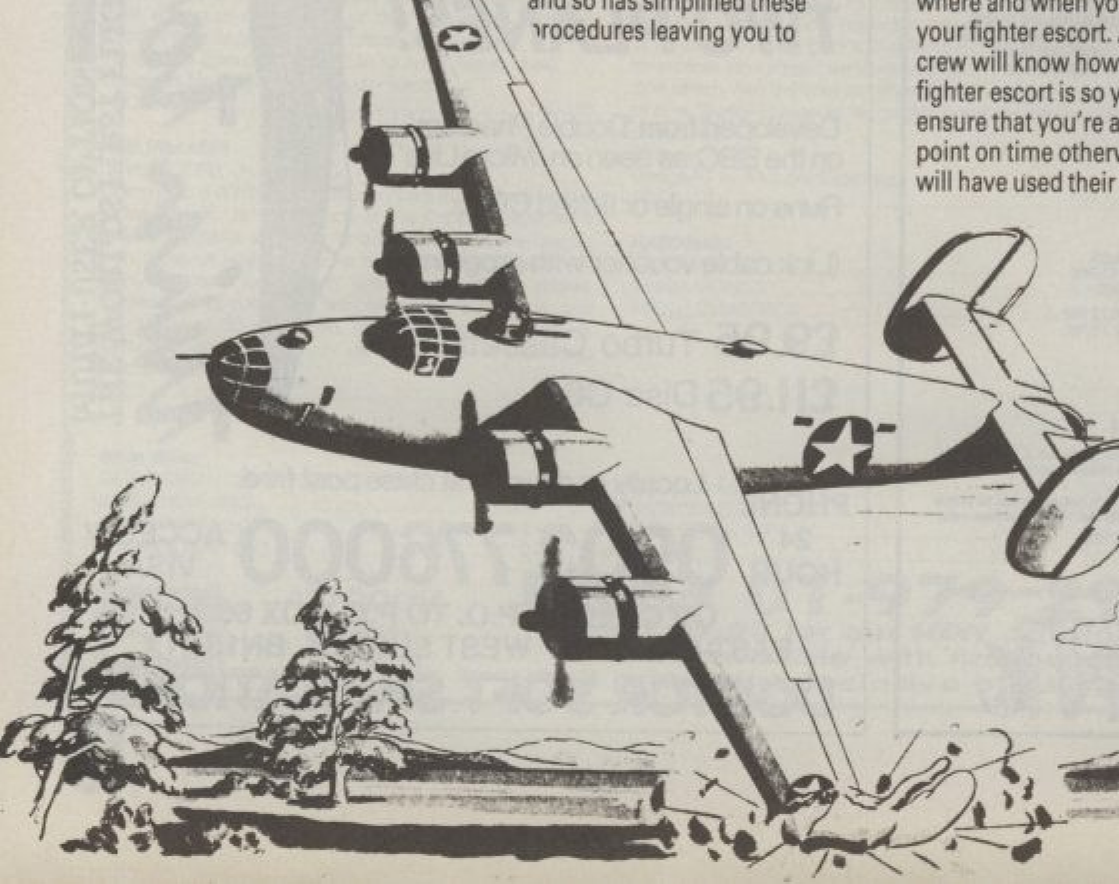
Each mission begins with a briefing giving you details of your target, formation, altitude and where and when you should meet your fighter escort. Any bomber crew will know how important a fighter escort is so you should ensure that you're at the rendezvous point on time otherwise the fighters will have used their limited flying

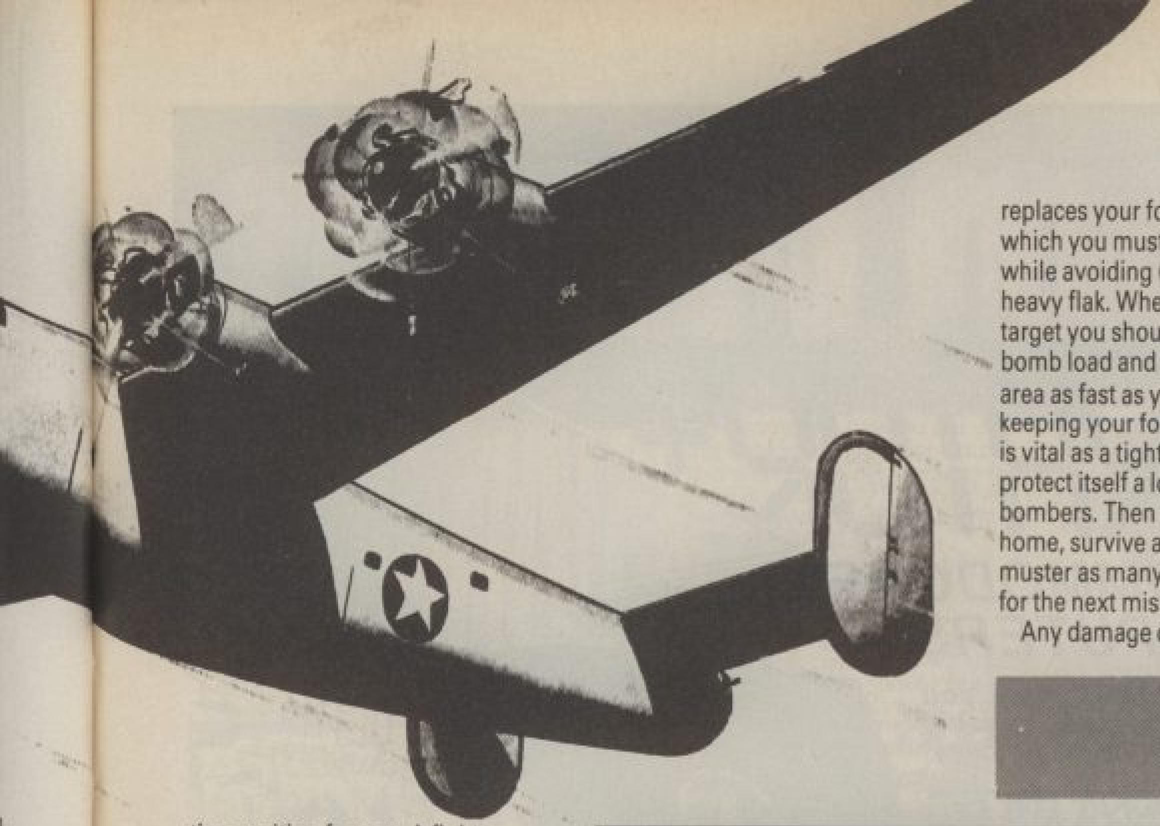


▲ **Plot your course exactly to meet up with fighter supports regularly.**

Don't expect Microprose quality ghi







replaces your formation symbol which you must guide to the target while avoiding (or surviving) the heavy flak. When you're over the target you should release your bomb load and then get out of the area as fast as you can while keeping your formation intact. This is vital as a tight formation can protect itself a lot better than single bombers. Then you have to get home, survive a tricky landing and muster as many planes as you can for the next mission.

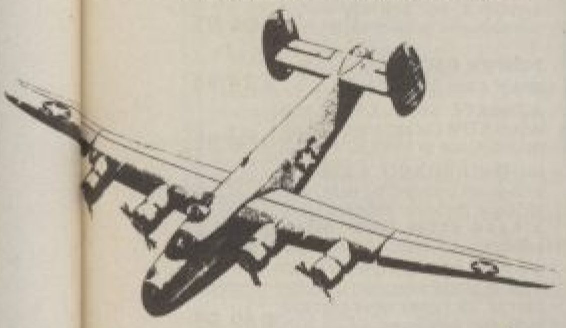
Any damage caused by enemy

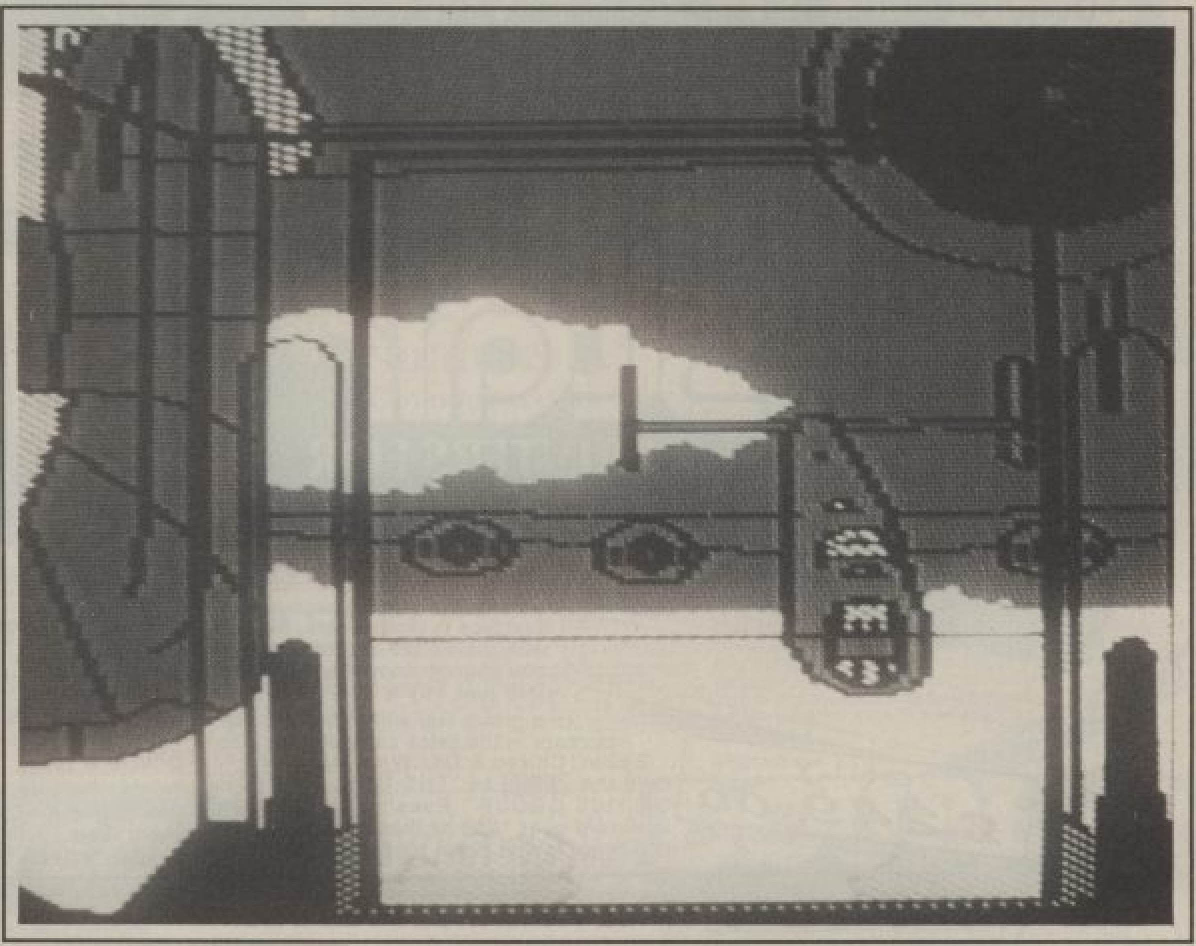
mission. However, since you have nineteen missions to destroy twelve targets you can afford to miss out one or two to ensure you have enough firepower to destroy the targets.

Just because you don't have to move a joystick to fly the plane doesn't mean you don't have a lot to do particularly when you have to balance fuel to bomb loads to ensure you get to your target and have enough firepower to destroy it, set courses through heavy winds and difficult terrain packed full of

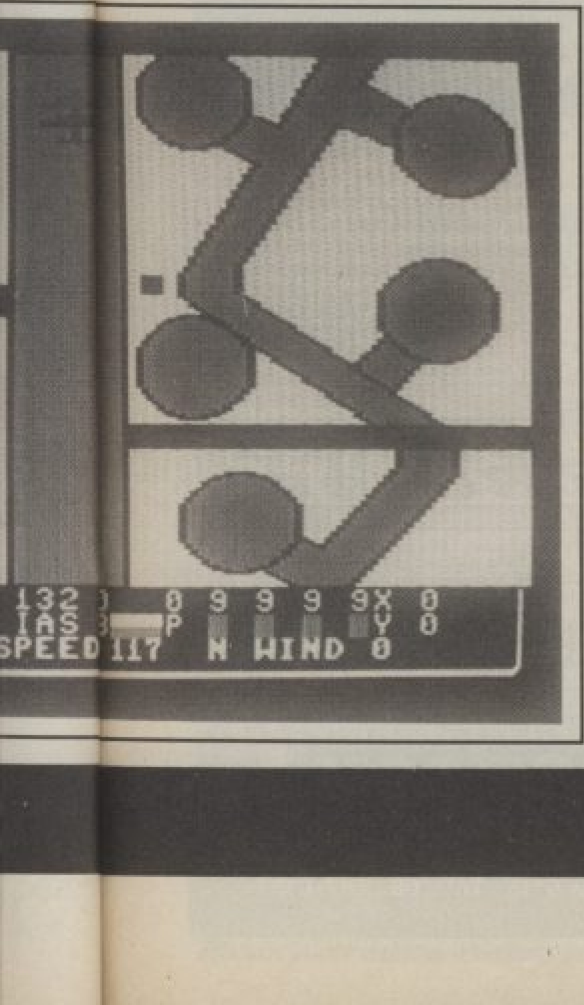
time waiting for you. A fighter squadron can only stay in the air for a fraction of your flying time expecially if they're fighting enemy aircraft and so in the longer missions you will have to rendezvous with three different escrots. Get it wrong and you could be without fighter cover over enemy air space.

Taking off is fairly straightforward with simple adjustments to the flaps and then a climb to the formation





lity graphics — B24 is strictly strategy.



altitude (about 2,000ft) and circle while the rest of your squadron slots into formation. Then it's off to the first escort rendezvous point to pick up the fighters to join you on the long journey to target. During this flight you will have to make several course adjustments to steer clear of enemy flak and climb to the ideal bombing height. Luckily you can also speed up the game from real time to anything up to 60 times real time to skip over the long flights but you will have to swap back to real time to change course and attack the target.

As you start your bombing run the screen swaps to an overhead view of the target and a target cross

aircraft of flak such as oil and fuel leaks, cockpit hits, flap damage, engine loss or supercharger damage will make your journey home more difficult and you may have to land on another airfield, attempt a crash landing or even bail out. Your maintenance crews will try and repair your planes as quickly as they can to allow you to fly the next

flak firing cities, deal with any damage alerts and keep your squadron in a safe tight fashion.

The game was originally designed by two real bomber pilots (one B24 the other B29) and so you can be sure it's realistic. A great simulation but don't expect mind blowing graphics.

Tony Hetherington

	Score (1–10)
Graphics	3
Sound	6
Toughness	7
Endurance	7
Value	7
Overall	**7**

Evesham Micros

THE EXCELERATOR+



FEATURES

- Ultra compatible
- Very quiet
- External 8/9 switch
- Direct drive motor
- Handles disk turbos
- Doesn't overheat
- Compact size
- Super reliable
- Year guarantee
- Great value

FOR COMMODORE COMPUTERS

Don't buy a 1541C when you can buy this compact, reliable & modern drive for less money!

GUARANTEED
MORE compatible than *1541C*

SEE RAVE REVIEWS IN ALL THE MAGS

One reviewer said, *"the only thing I could find wrong with it was that the sticker was on crooked".*

TWO PURCHASE OPTIONS

1. SPECIAL INTRODUCTORY PRICE **£ 159.95**
2. COMBINATION OFFER: Excelerator+ & latest Freeze Frame **£ 179.95**

THE star PRINTERS FOR BUSINESS

NL-10
"WHICH" MAGAZINE BEST BUY!



This is the class printer in it's price category. The perfect choice for Commodore owners because the interface is changeable. So buy with the 64/128 cartridge then if you change computer at a later date just buy a new cartridge!

In a group test with other popular printers in the price category such as Epson, Citizen & OKI *What Micro* described the NL-10 as "THE ROLLS ROYCE OF THIS GROUP". Evesham Micros has now sold over 1500 of these and still only had three faulty! Need we say more!!

- Auto single sheet feed
- Tractor & Friction feed
- "Front Panel" mode selection
- Interchangeable i/face cartridges
- Double & Quad height characters
- Low cost cut sheet feed
- Superb "NLQ"

ONLY **£249.00**

Selected Products

DISK NOTCHER. Double your disk capacity, allows you to easily & accurately cut a second write protect notch........ £5.95

POWER PACK. Replacement power pack to suit 64/128........ £24.95

AZIMATE 3000. Check and adjust CBM cassette head alignment. Easy to use........ £6.95

MOTHERBOARD. 4 slot with either all upright or with one straight thro' for modem use, please state type when ordering........ £28.00

XETEC SUPERGRAPHIX. The best centronics i/face for 64/128. 8K buffer downloadable fonts etc. very good........ £69.95

DATA RECORDER. CBM compatible type. Same performance etc. as C2N/1531 but cheaper and with pause........ £24.95

1541C DISK DRIVE. We will sell you one but why not buy an Excelerator, less money and many advantages........ £189.95

We have a good stock of Commodore related equipment. If you don't see what you want please give us a call

AMIGA 500

In stock now £539.00
(price includes 5 disks full of demos etc)

Philips CM8833
Monitor to suit A500.....£289.00
(Price includes cable to suit.)

Buy both together for........ £818.00

SPECIAL OFFER: PRICE NOW *INCLUDES* DOLPHIN COPY



DOLPHIN DOS

THE EFFECT IS STAGGERING.

Best Hardware Utility of year

The **established standard** parallel operating system for the 64/128 and 1541 disk drive. Now in use with most of the top software houses including **Gremlin, Software Projects, Thalamus, CRL Alligata, Superior etc. etc.** as well as many of the top independant software programmers.

The speed and efficiency is **incredible**, who would believe that the humble old 1541 could load **202 blocks in less than 5 secs**. It is compatible with the majority of commercial software and can be switched out when necessary. One of the real pleasures of using this system is to use it with the likes of Easyscript & Superbase to speed up both the **normal loading and the sequential files**. It is important to point out that this is achieved using **standard** CBM disk format and not a special system, therefore you can still use your existing disks.

INSTALLATION

Fitting involves fitting two sub assembly boards, one in the 64/128 and one in the 1541. Normally these just plug in but some '64s need a small amount of soldering.

ONLY **£69.95**

EXTRAS AVAILABLE

User port expansion card........ £14.95
Kernal for '128 in '128 mode........ £9.95
Second drive assembly........ £44.95
Dolphin Copy (selection of copiers includes very powerful nibbler, extra fast unprotected and selective file)........ £7.95

SOME OF THE FEATURES

- LOAD speed 25x normal (PRG)
- SAVE speed 12x normal (PRG)
- LOAD speed 12x normal (SEQ)
- SAVE speed 8x normal (SEQ)
- LOAD/SAVE 3x normal (REL)
- Easy & fast DOS commands
- Format 40 tracks (749 blocks)
- Monitor built in
- LOADs 202 blocks in 5 secs
- Enhanced screen editor
- Drives centronics printer
- Extra BASIC commands
- Compatible with standard DOS
- Can be switched out

Disks & Boxes

25 bulk packed DS/DD disks. With sleeves, w/p tabs and labels. Good quality & fully guaranteed........ £13.95

25 disks + box. Disks as above plus 50 capacity locking storage box........ £22.95

25 disks + box. As previous offer but with 100 capacity locking box. A very popular offer........ £24.95

50 capacity box. High quality lockable disk storage. Smoked perspex top........ £10.95

100 capacity box. Larger capacity version of above........ £13.95

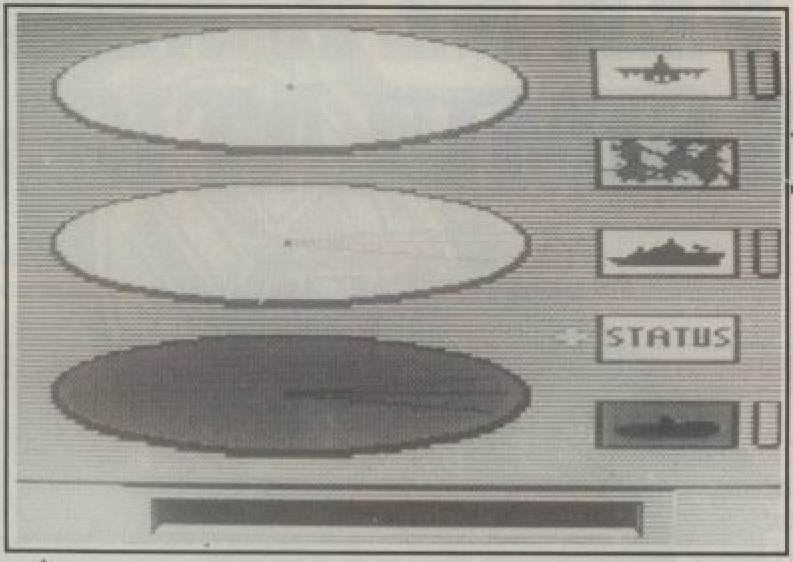
In Australia contact: Micro Accessories of S.A., Unit 8, Hewittson Rd, Elizabeth West, S. Autralia 5113. Tel: (08) 287-0191



PUTTING · THE · FUTURE · INTO · YOUR · HANDS

Convoy Raider

Gremlin
64/128
Price:
£9.99 cass
£14.99 disk



Radar screen for ship, aircraft and helicopter

Oh dear. Something's gone badly wrong here. How could they do it. Gremlin, software house of repute (est. 1886) and producers of all that is pretty good if you want my opinion, have come up with a real duffer here.

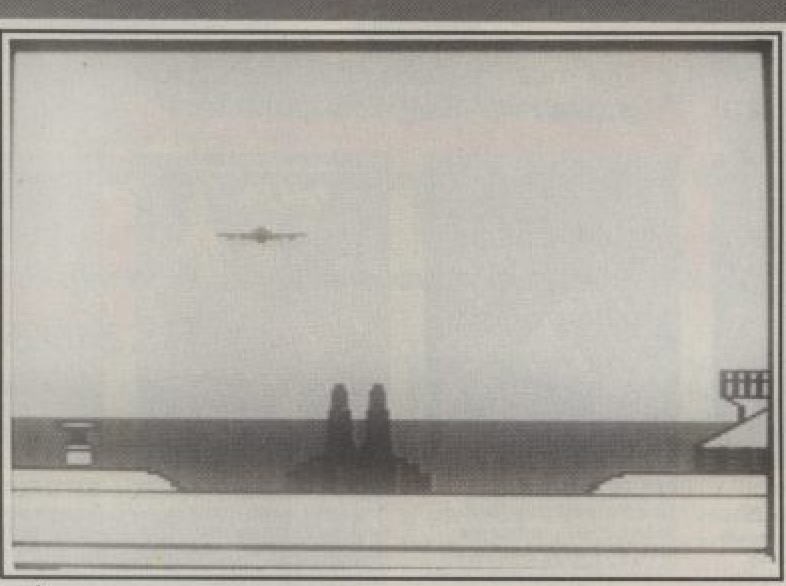
Here's the hype — "The free world is in peril, war has been declared and the enemy is closing in. Your weakest point is is the coastline so a strategic defence initiative has been adopted. Your mission is to patrol and defend the inner sea using all the modern weapons systems with which you have been supplied."

Interesting how phrases like 'the free world' and 'strategic defence initiative' creep into this nonsense. I've got an idea for a new game called The President's Speech is Missing. Big Ron is about to make an important TV speech from the Whitehouse, but minutes before he is due to go on air a rogue shredder from the State Department makes raffle tickets of Ron's speech which blow across the Whitehouse lawn in the gentle breeze. Waiting in the bushes are the men and women of the British Software Industry, their tired imaginations desperate for a new idea to put them top of the software charts.

Interestingly enough, *Convoy Raider* has nothing whatsoever to do with Star Wars. You are in control of a ship which has three radars — one for other ships, one for aeroplanes and one for submarines.

When a blip appears on the aircraft radar you switch screens. A big gun moves from left to right and you shoot at some matchstick aeroplanes.

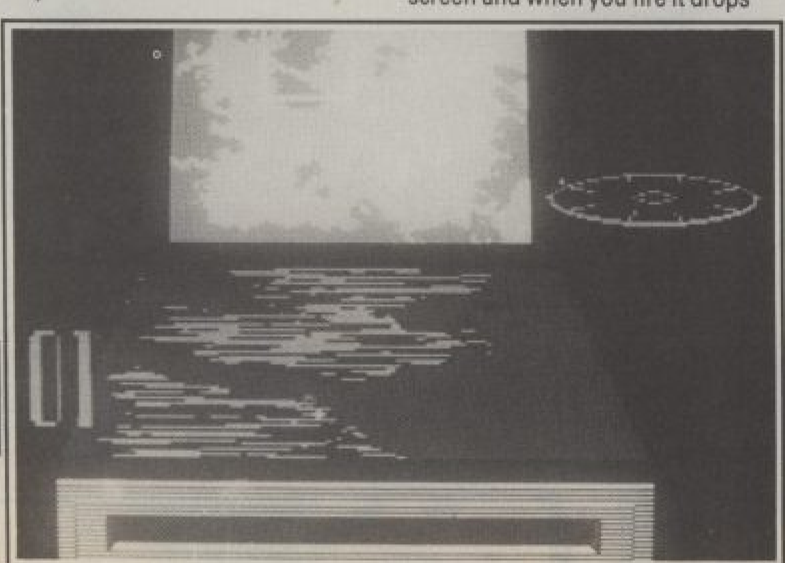
When a blip appears on the submarine radar you switch screens, this time a little helicopter moves back and forth across the screen and when you fire it drops little depth charges on a little submarine that goes back and forth beneath the sea.



Suspiciously *Beach-Head*-like graphics

It's getting exciting, are you sure you can handle it? Ships are more complicated. On this screen you get a real video picture of the view from the missile's nose once it's been fired. You must try to keep it on course, between two cross hairs. When you get to the approximate loction of the target you must select which you think is the real ship from a number of black dots on the horizon and fire.

The map — with dots





But wait, there's more! Yes, another two screens of fun packed excitement and adventure. I almost forgot to tell you about the map screen. This screen shows, in precise detail, the surrounding coastline, your ship (white dot) and the enemy ships (some black dots). As if that wasn't enough the status screen gives an up-to-the-minute picture of the condition of the ship and all its weapons systems. This is achieved by the unique Graphically Displayed Percentage Proportional Damage Reporting System. The working of this system is very complex, but it's function can be described simply. A big picture of a boat appears on the screen. The damaged bits are coloured red. If, for example, half the boat is damaged, half the boat is red. If all the boat is damaged, all the boat is red and the game is over.

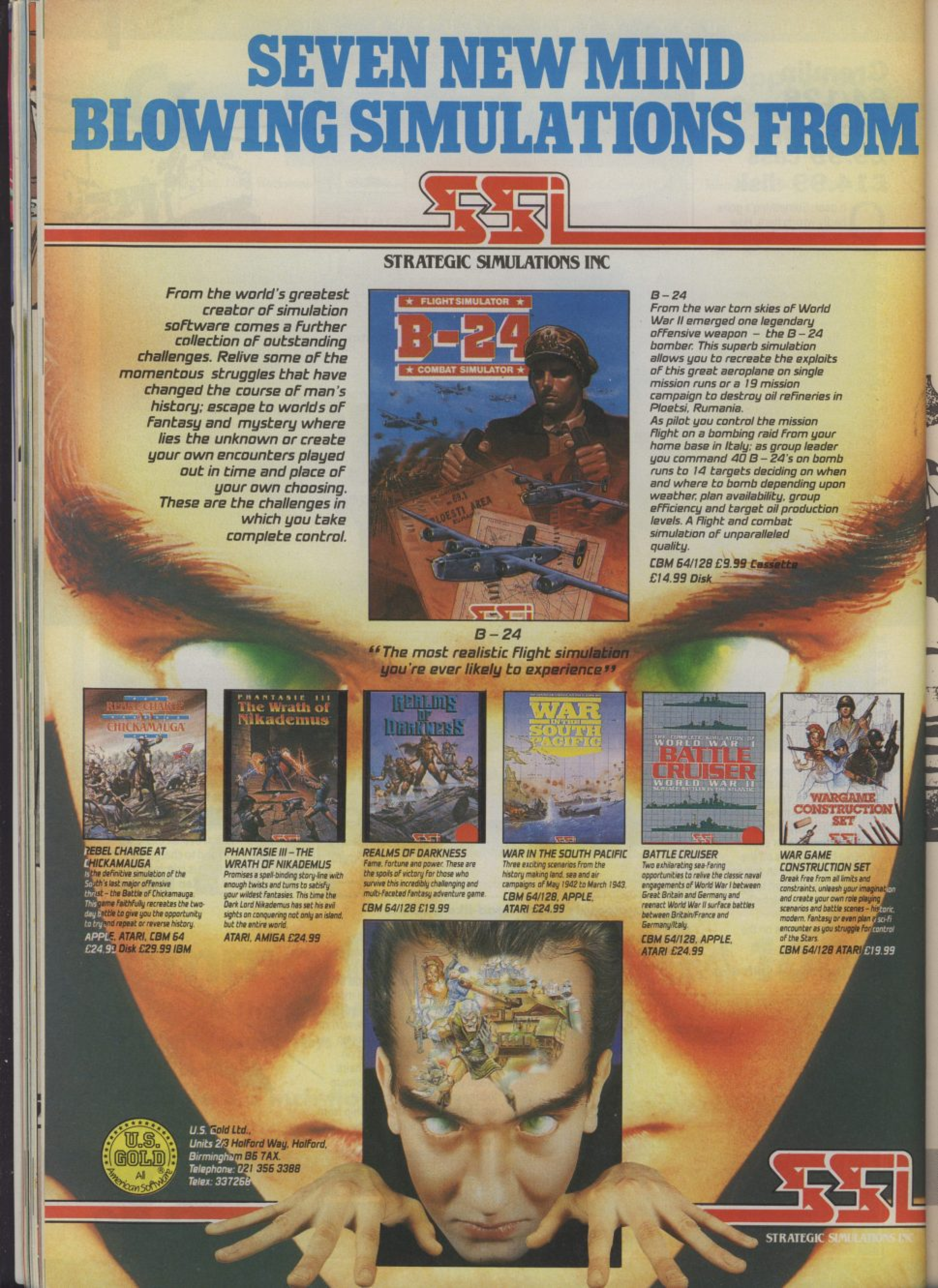
I really can't understand how companies like Gremlin which churn out one good game after another can do something like this without being embarrassed by it. I can't believe they actually think it's good themselves. It would make me laugh if it weren't for the fact that some poor soul (quite a few probably) is going to part with a lot of cash for it. The sad truth is that overall this is a really poor effort and to charge people ten quid for it is criminal.

Ken McMahon



Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

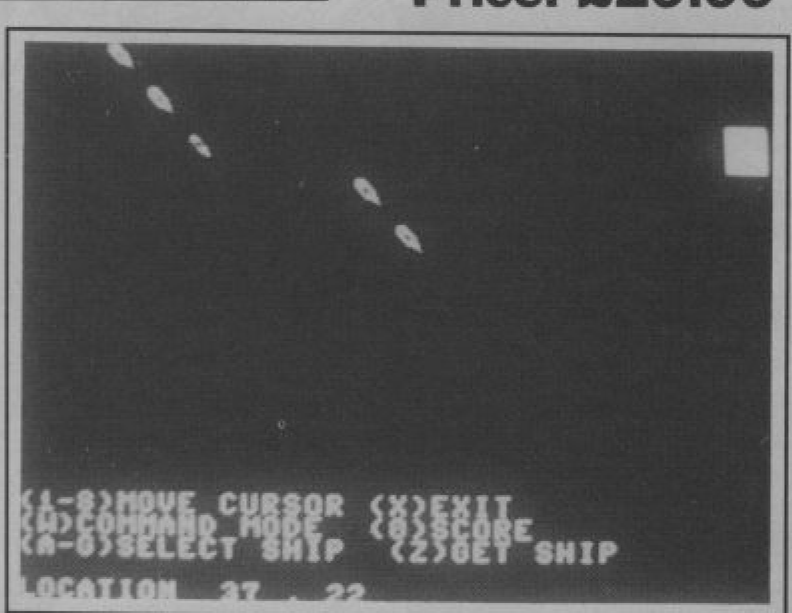
3
Overall


SEVEN NEW MIND BLOWING SIMULATIONS FROM
SSI
STRATEGIC SIMULATIONS INC
From the world's greatest creator of simulation software comes a further collection of outstanding challenges. Relive some of the momentous struggles that have changed the course of man's history; escape to worlds of fantasy and mystery where lies the unknown or create your own encounters played out in time and place of your own choosing. These are the challenges in which you take complete control.
FLIGHT SIMULATOR
B-24
COMBAT SIMULATOR
B – 24
From the war torn skies of World War II emerged one legendary offensive weapon – the B – 24 bomber. This superb simulation allows you to recreate the exploits of this great aeroplane on single mission runs or a 19 mission campaign to destroy oil refineries in Ploetsi, Rumania.
As pilot you control the mission flight on a bombing raid from your home base in Italy; as group leader you command 40 B – 24's on bomb runs to 14 targets deciding on when and where to bomb depending upon weather, plan availability, group efficiency and target oil production levels. A flight and combat simulation of unparalleled quality.
CBM 64/128 £9.99 Cassette
£14.99 Disk
B – 24
"The most realistic flight simulation you're ever likely to experience"
REBEL CHARGE AT CHICKAMAUGA
PHANTASIE III
The Wrath of Nikademus
REALMS OF DARKNESS
WAR IN THE SOUTH PACIFIC
WORLD WAR I
BATTLE CRUISER
WORLD WAR II
WARGAME CONSTRUCTION SET
REBEL CHARGE AT CHICKAMAUGA
Is the definitive simulation of the South's last major offensive thrust – the Battle of Chickamauga. This game faithfully recreates the two-day battle to give you the opportunity to try and repeat or reverse history.
APPLE, ATARI, CBM 64
£24.99 Disk £29.99 IBM
PHANTASIE III – THE WRATH OF NIKADEMUS
Promises a spell-binding story-line with enough twists and turns to satisfy your wildest fantasies. This time the Dark Lord Nikademus has set his evil sights on conquering not only an island, but the entire world.
ATARI, AMIGA £24.99
REALMS OF DARKNESS
Fame, fortune and power. These are the spoils of victory for those who survive this incredibly challenging and multi-faceted fantasy adventure game.
CBM 64/128 £19.99
WAR IN THE SOUTH PACIFIC
Three exciting scenarios from the history making land, sea and air campaigns of May 1942 to March 1943.
CBM 64/128, APPLE, ATARI £24.99
BATTLE CRUISER
Two exhilarating sea-faring opportunities to relive the classic naval engagements of World War I between Great Britain and Germany and reenact World War II surface battles between Britain/France and Germany/Italy.
CBM 64/128, APPLE, ATARI £24.99
WAR GAME CONSTRUCTION SET
Break free from all limits and constraints, unleash your imagination and create your own role playing scenarios and battle scenes – historic, modern, fantasy or even plan a sci-fi encounter as you struggle for control of the Stars.
CBM 64/128 ATARI £19.99
U.S. GOLD
All American Software
U.S. Gold Ltd.,
Units 2/3 Holford Way, Holford,
Birmingham B6 7AX.
Telephone: 021 356 3388
Telex: 337268
SSI
STRATEGIC SIMULATIONS INC



BATTLE CRUISER

64/128
SSI
Price: £29.99



Ever since man discovered the two of the things he liked most were fighting and mucking around in water, there have been navies. This is particularly true of our noble little island. For years we've been giving everyone a good tonking on the high seas from Philip of Spain's Armada to Adolf's pocket battleships.

In this simulation you have a choice of whether to participate in a WWI battle or command a fleet of more modern ships in WWII. So really you get two games for the price of one, and what a price it is, thirty quid. World War I calls the German forces the Axis powers. Of course all history bods like me will instantly know that the axis forces were Germany, Japan and Italy in WWII. The World War I scenarios have a total of 79 ships British and 'Axis' 28 different guns and six sizes of torpedos ranging from lethal to fairly lethal.

There are four scenarios in the WWI package and each is very well documented, with a full background, dates sea control and times. There are several types of game such as *Battleline* which is just fire, hit, kill; *Transport*, where you have to protect a supply convoy and guide them off the edge of the screen. There is also *Scenario Design Mode* which I will describe later as it will help to make the review look well balanced. The World War I game is not as much fun as the WWII game, yet is much easier for the beginner.

After you have mastered the art of sinking ships you progress onto the WWII game, which is similar except better than WWI. For starters the weapons are far superior technically to those in the previous game. You also have a pallet of 79 ships to choose from, only this time they include the French navy (or what's left of it). The best feature of all is that radar is standard fitting on all ships made after 1943 which saves you having to go within point blank range of the enemy to get visual sighting to target.

Now I'll tell you about the design phase — it's wicked. Just like a scaled down nautical war game construction kit. You can design you own islands, the size of the opposition, but best of all, you can customise your own ship. In other words you can stick 10 of the most powerful weapons on your ship, adjust the damage control rating so it's also impossible for the enemy to blow you up, and turn yourself into the world's meanest floating fortress. Just imagine if we'd had something like that. WWII would have been over in a week.

To give credit where its due, this is good war game with excellent documentation, and some very good features, but as usual with SSI it's grossly overpriced, maybe at a tenner cheaper yes, but at the moment, no.

Mark Patterson

Rating	Score (1–10)
Graphics	3
Sound	N/A
Toughness	7
Endurance	7
Value	3
Overall	**6**



What on earth are you doing suffering all these hassles???? Why are you working for a nobody, when you can work for a somebody??? Why go it on your own as the lone independent??? **If you are the best then it stands to reason you only can work with the best... and that's U S Gold. No.1 in the UK and Europe for entertainment software – year after year, after year and the success keeps growing.**

Licenced imports of the biggest names, arcade conversions of all time greats, original concepts years ahead of their time – we give you the opportunity to test your talents on the widest possible range of programming challenges. And what do we offer.

- Guaranteed payments from a financially sound market leader – flat fees, royalties, payments in advance or for outright rights ... we're flexible to your needs.
- Professional support with your programming, with creative concepts, animation, music... you get on with what you're good at we'll help with the rest.
- Unrivalled sales opportunities – our track record, and name speaks for itself when it comes to quality, marketing and distribution. Whatever our agreed terms of payment it means money in the bank for you.

There's only one problem you need to concern yourself with – if you believe that you're the best there is, are you really giving yourself a fair chance to show it!

U.S. GOLD All American Software®

Contact Tim Chaney or Dave Partington on **021 356 3388**
U S Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX





Roger Dean style loading screen — anyone remember Yes?

Barbarian

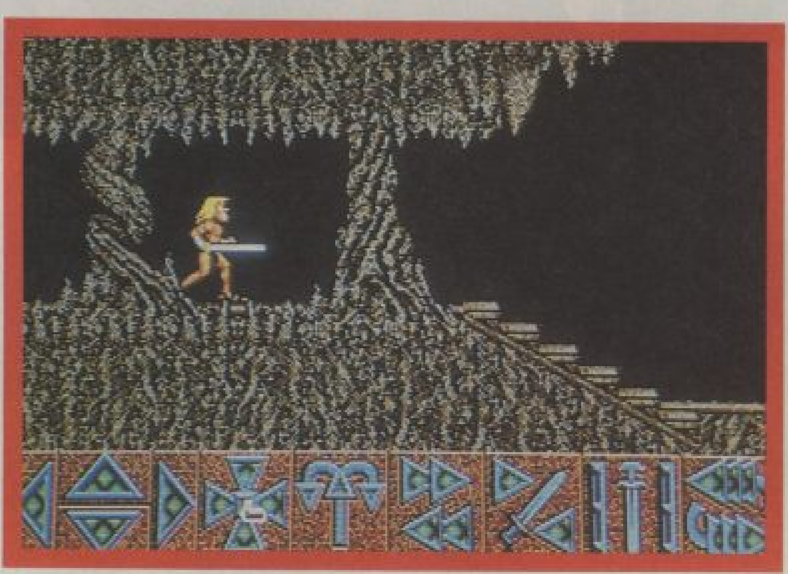
Psygnosis Amiga Price: £24.95/Disk

The perfect example of a game which you ought to "try before you buy" in *Barbarian*. Programmed by Psygnosis (the company responsible for the dreadful *Brattacus*, and the quite good *Deep Space*). At first glance it looks irresistible, but as you delve further in, its flaws become very conspicuous.

You are Hegor the Barbarian who is, according to now obligatory supplied novella, "the most famous dragon-slayer of them all". Hegor's task is to travel through the underground world of Durgon, until he reaches the lair of the dreaded Necron (the baddies — more about them later). The game is won when Hegor has destroyed the lair and collected his prize, the crown of the kingdom.

Naturally you kick off with a loading screen, and what a screen it is. Even including the excellent recent American imports, this is one of the most impressive start-screens I have ever seen, with a full-size animated picture of Hegor wielding an axe.

Unfortunately, the rest of the game's graphics and animation do not quite live up to the beginning sequence.



Flip screen scrolling spoils Barbarian — this is also representative of the graphics.



Another single screen — graphics are not like that all the way through.

The thing that will surprise you is the over-complicated method of control. Obviously afraid that not using the Amiga's WIMP environment would be a cardinal sin, the programming team have made the mouse usable only for icon selection, with the player having to move using either a joystick or the keyboard. There are icons for forward, back, left and right, they make tight spots impossible!

As with most platform/ladder games (of which this is one — even if very glorified) the only way to succeed is to play the game and gradually discover the tricks and pitfalls as you go along; for instance, there are various disappearing floors which no one could anticipate until you have been there once.

Graphically the game is good but by no means brilliant. The characters are well defined, but the accuracy of the animation leaves a great deal to be desired. Hegor frequently appears to be floating up staircases, rather than walking, and the fighting movements are just too jerky.

All these minor criticisms could be ignored but for one thing, the scrolling. Unlike most platform games, even on the 64, *Barbarian* uses flick scrolling, rather than pixel. This means that each time Hegor gets to the end of a screen, everything stops while the screen is swapped (annoyingly slowly) for a new one. On a ZX81 this could be understood, but on the Amiga it is unforgivable.

Being an honest and fair reviewer (oh yeah — Ed), however, I put this criticism to one side and started to play the game. Surprisingly, or so I thought at the time, I managed to get slightly hooked, and realised the game was actually quite playable.

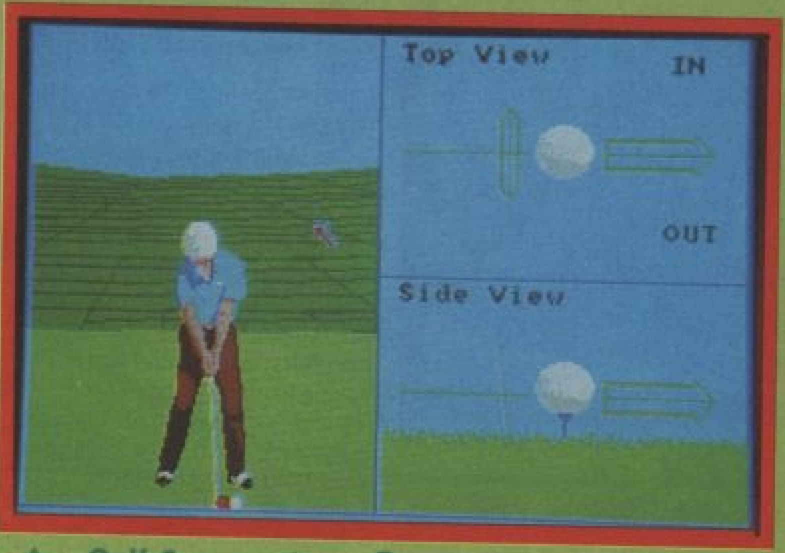
Throughout the game there are various baddies, Necrons, who you must dispose of with various weapons. You only have a sword at the start and only as you get further into the game will you be able to collect the arrows that enable you to get past about 10%.

Barbarian is a game with major flaws that, if you can be bothered to make the effort required, can be quite rewarding. The question to ask is whether, for the substantial amount of money these games cost, anyone should have to put up with sloppy programming?

Francis Jago

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

6 Overall



Golf Construction Set — straight down the middle



GC uses more of the Amiga's capabilities.

Although the Amiga has only been around for a short while there are already three golf simulations available. Francis Jago grabs his mashie and a niblick and hacks his way through the rough and the not so rough.

Amiga Golf

Leaderboard
Mean 18
Championship Golf

One of the biggest problems with writing games reviews is that what seems to be both relevant and topical at the time of writing can, when the review is published a few weeks later, seem out of date and even downright boring. As I write this reivew, I have just finished watching the U.S. Open Championship, so my enthusiasm for reviewing three golf games for the Amiga has never been more obvious; I just hope that when you read this, golf will not have been too over-publicised.

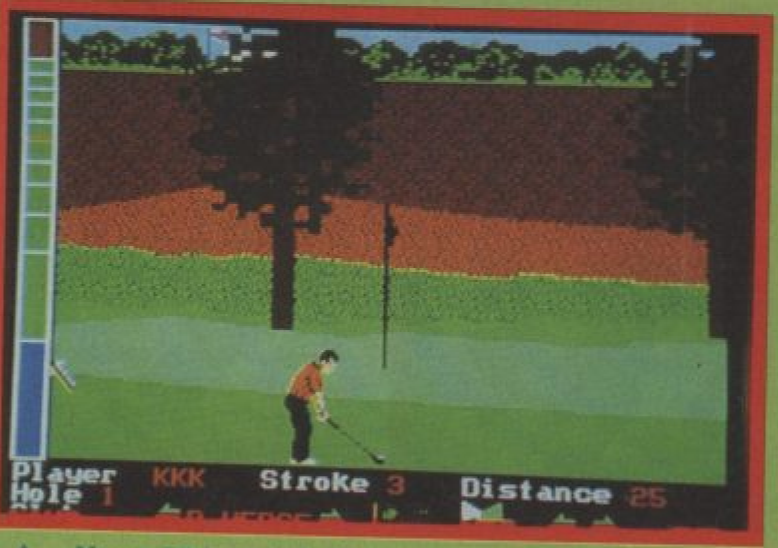
Something that has always amazed me is why golf is such a popular computer conversion. The games does not feature any sequences of nail biting action, and yet on the Commodore 64, Leaderboard was the top selling game in 1986. As the Amiga market is following closely in the footsteps of the 64, it is not surprising that three of the first sports conversions are golf games, although they do vary wildly in quality.

In the U.K. two of the games I am reviewing, *Leaderboard* and *Mean 18*, are sold by U.S. Gold, and the third by one of their main rivals, Activision. Each of the three games is a conversion, with Activision's *Championship Golf* and *Mean 18* both being released first on the IBM PC, and Leaderboard being converted from the Commodore 64.

What is surprising about these three games is that they all take a completely different approach to producing a golf game. *Leaderboard* can only really be described as an arcade golf game. It takes the basic ideas behind golf, simplifies them, and turns the game into one that depends as much on dexterity as it does on tactics.

Once loaded, *Leaderboard* gives you the choice of how many players will take part — between one and four — what course you want to play on — from the four provided — and what level you want to play at. Provided with the minimalistic British packaging, it is a comprehensive guide to both the game and the four courses, and, on the Amateur level (where the ball is not affected by hook, swing or wind) it is possible for even a total beginner to get round the courses without too many mistakes.

For anyone who has never played golf before, Leaderboard provides



Mean 18 is strictly for amateurs.

Graphics	1 2 3 4 5 6 7 8 9 10
Sound	1 2 3 4 5 6 7 8 9 10
Toughness	1 2 3 4 5 6 7 8 9 10
Endurance	1 2 3 4 5 6 7 8 9 10
Value	1 2 3 4 5 6 7 8 9 10

7 Overall

LEADERBOARD







an excellent introduction. It is one of the most playable sports simulations yet, and even my golf-mad dad found the game simple enough to spend a few quiet hours fiddling with the mouse. In comparison with most games on the Amiga, the graphics are not spectacular, but they are good enough to reflect all the action, and that is the most important. The

Play-Off

sound too is uninspiring, but surprisingly the lack of audio-visual stimulation is not seen to detract too much from the game's overall enjoyment level.

The next game on the tee is *Mean 18* produced in America by Accolade Software. Accolade have a reputation for producing outstanding games which led me to expect great things from *Mean 18*, especially in terms of graphics.

Unfortunately this was not the case. The game is one of the most direct conversions I have ever seen, with the graphics and animation differing very little from the IBM original; and when you consider that the IBM only has half the resolution and colour of the Amiga, this is a pity.

The game plays in the same way as *Leaderboard*, with the power and hook/slice being achieved by accurate tapping of the left hand mouse button, although the level of control the player has is relatively minimal, bar choosing the right club and aiming the ball roughly in the right direction!

What *Mean 18* does have that the others don't, and in many ways this is what makes it bearable rather that totally appalling, is a construction set. This allows you to design holes, or even a complete course, so even when the four courses provided become too easy and predictable the game will not have lost all its interest.

One of the best features of *Mean 18* is the greens which, unlike *Leaderboard*, are shown from above, with a map of how and where the ball will deviate from its chosen path, thus giving the player a better chance of holing out.

One look at Activision's *Championship Golf* is enough to leave the other two way back on the fairway. It is obviously the work of a dedicated Golf fan. There is none of the 'hit-hard-and-hope' tactics that the other two employ; this game must be played for some time and you must be prepared to be constantly frustrated in attempts to do well.

Unlike the other two games, *CG* only has one course — Pebble Beach, although apparently more will follow. Also unlike the other games, *CG* can be played entirely from the keyboard, a relic from the old days where IBM thought a mouse was a furry thing that cats ate. Apart from that, I was very impressed with the programming and design of the game.

Graphically it is superior to both *Leaderboard* and *Mean 18*, with each hole shown from an aerial view, a long view, and various others of the players' choice. Coupled with this is the general artwork and background which is really outstanding, and well worthy of the Amiga.

In play, the game proves tough to get into (whatever the manual says about it), but is worth it when you finally understand what you are attempting to do. Rather than using dexterity to achieve success, *CG* requires you to input all the correct angles, clubs and footing positions (yes, if your feet are placed wrong you could find yourself swimming for the ball!) prior to the shot being taken, and although the computer automatically makes recommendations, it can take quite a while even to get the ball on the fairway, let alone into a hole!

Overall, each of the three games has good and bad points, and I am quite sure that different people would prefer one game than the others. *Mean 18*. It may have a construction set, but I found myself continually harping back to the poor quality graphics, especially when compared to *Championship Golf*. *Leaderboard* is the most simple to learn, and in many ways the most playable; but its simplicity is deep rooted, and I can see this leading to boredom very quickly, and on a game costing £24.99, this is bad news!

So *CG* holes out in the lead. It has depth, good graphics and sound, and plays very well. It is also the only one of the three games that even begins to tax the Amiga in any way, and that alone should recommend it. Again at £24.99, it is far too expensive, but unfortunately that seems to be the price on which the big companies, in all their short-sighted wisdom, have settled.



Leaderboard — more pro-am. Fun, but not for serious swingers.

- Graphics 1 2 3 4 5 6 7 8 9 10
- Sound 1 2 3 4 5 6 7 8 9 10
- Toughness 1 2 3 4 5 6 7 8 9 10
- Endurance 1 2 3 4 5 6 7 8 9 10
- Value 1 2 3 4 5 6 7 8 9 10

5 Overall

- Graphics 1 2 3 4 5 6 7 8 9 10
- Sound 1 2 3 4 5 6 7 8 9 10
- Toughness 1 2 3 4 5 6 7 8 9 10
- Endurance 1 2 3 4 5 6 7 8 9 10
- Value 1 2 3 4 5 6 7 8 9 10

8 Overall

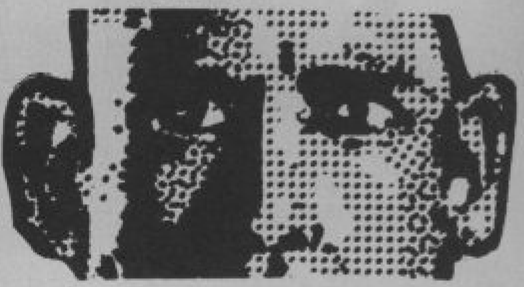
CHAMPIONSHIP GOLF

INTO THE VALLEY

TA
Infocom/Activision
64/128
Price: £24.99 (64) disk
£29.99 (Amiga) disk

THE LURKING

There is a blizzard raging outside the GUE Institute of Technology as you sit, late into the evening, at your terminal. You have an urgent assignment to complete. But something has gone wrong, your files have been screwed up, and all you seem to be able to edit is a document emanating, it seems, from the Department of Alchemy. What you see on your screen, is so horrific, that you faint . . . or do you?



You wake up in a sweat, from a very vivid nightmare, and find yourself clutching a cool smooth stone, with a very strange symbol carved into it. Hungry, you go into the nearby kitchen, and feel distinctly uneasy as you microwave a carton of Chinese food. It bears that same symbol. (*M&S? Ed*)

You decide to check with Alchemy, to see whether *your* file is on *their* terminal. As the weather prevents you from leaving the building, it seems the only route is via the basement and tunnels that link the various college buildings. Following a number of student deaths, these have been declared unsafe and placed off-limits. At this time of night, there'll be no-one around to stop you . . . will there?

But as you emerge from the Aerospace basement at the end of the so-called "Infinite Corridor" you notice there is a cleaner, busy with a floor-waxing machine. He seems determined not to let you through, deftly manoeuvring his machine in your path each time you try to step past him. You feel you want to murder him, but as you are about to split his head with a handy fire-axe, he gets off his waxer, and moves threateningly towards you, looking intensely in the direction of your throat, which he proceeds to strangle.

Successfully passing the waxer leaves you shaken and sickened, but nevertheless, you head towards the Alchemy lab, where the lights are still on. The professor in charge is less than helpful over your missing files. Something interesting is going on in the next room, and as you edge towards the archway, it becomes obvious that the prof is most anxious that you don't enter.

Giving your file up as a bad job, you decide to further explore the basement and tunnels, while you have the chance. As well as pipes and cables, there's all sorts of junk stored down there. A rummage around soon leads to yet another appearance of that strange symbol! — on a stone altar in a large underground chamber. Nearby, is a co-



INTO THE VALLEY



HORROR

vered pit, which reveals the fate of those missing students. What's down there causes you to look away, and put back the cover in revulsion.

If Station Fall was akin to a science fiction movie, then *Lurking Horror*, written by Dave Lebling, co-founder of Infocom and author of Zork among many other games, is as near as you'll get to taking part in a horror movie. There's all sorts of gelatinous tendrils, clawed flying monsters, killer rats, and severed human parts, all waiting to scare you, as you go on to solve the next problem. And you get the feeling that sooner or later, you must lure HIM with a suitable sacrifice, and have the means to destroy HIM at your disposal when he appears.

Lurking Horror is not a humorous game, but it has its amusing moments, plus, of course, the usual range of Infocom workable gadgets, such as a microwave, an elevator, and a forklift truck. No Infocom adventure would be complete without some reference to the lore that has built up over the years, and so it's a delight to come across a container of Frobozz Magic Floor Wax (and Dessert Topping), and unsurprising to find a Hacker in the computer room.

An Urchin who lurks around the building, his threadbare Parka bulging suspiciously, could have walked straight out of Zork 1 — but has he the same gifts as his counterpart? And what is to be done about his newly hatched, slimey, chanting, brothers?

Most of the problems are not too difficult to solve — it's spotting them that's not so eay, for this is a game in which itis often more difficult to find something to do next, than to do it.

The vocabulary is not always too easy, either. One or two unusual words seem to be required, although to be fair, they are mentioned in the text. They just require noticing and using! Some of the replies leave a lot to be desired, including an unforgivable "How can you do that to a sign?" if you try to read signs that aren't meant to be read. Of course, it's all relative, for that sort of reply is quite commonplace in many adventures — it's just that such a high standard has come to be expected from Infocom.

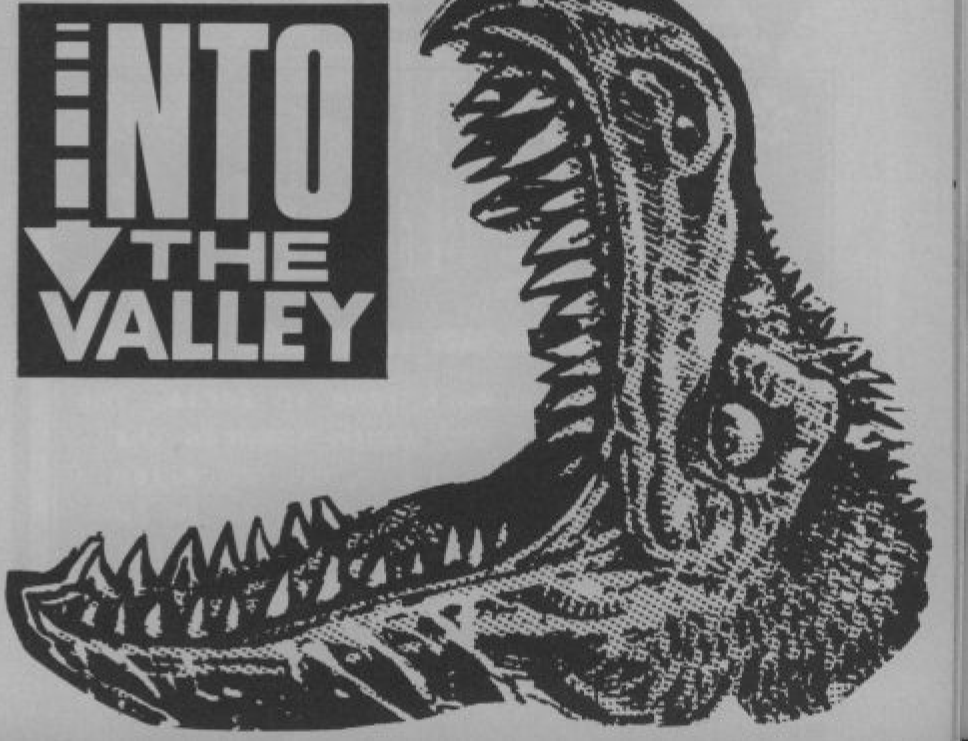
The Lurking Horror, along with Station Fall, are the first two games to be released in Infocom's new packaging. Whilst the overall size and shape remains the same (handy if you proudly stack your collection on a shelf) the interior is quite different. Gone is the booket stapled into the cover, and the plastic covered internal box containing the goodies.

Instead, you get an outer case holding a slide-out container. This does have the advantage that the printed matter that comes with the game is fexible in format, not being retricted to the package sized booklet. LH comes with an Operating guide for your version of the software, a Technical Manual with playing instructions and tips, a glossy Freshman's Guide to the G.U.E.Tech, a plastic Student's ID card, a gelacious plastic creepy-crawly, and three admission tickets, as well as the disk, and various other bits and pieces.

If you want a real gruesome spinechiller, you will not be disappointed with *Lurking Horror*. Highly recommended for playing late at night in a darkened room!

GRAPHICS:	n/a
PLAYABILITY:	9
PUZZLEABILITY:	8
OVERALL:	9

INTO THE VALLEY



by Keith Campbell

INTO THE VALLEY



Aramis is busy composing love notes — French letters maybe.

THE THREE MUSKETEERS

GrA Computer Novels 64/128 Price: £9.95

This is not a novel in the sense of interactive function. True, the player interacts, but in a very limited way. Play is by narrative text, after each sequence of which, he is presented with a series of choices — often as few as two, and frequently so obvious as to be a waste of time.

You play the part of D'Artagnan, and your beloved Constance hands you a letter, which the Queen urgently needs delivered to England. Will you accept the mission? You answer: "Yes I am more than willing to accept the challenge of her majesty the Queen's mission." or: "Alas, this mission seems all too grand for me, and I do not want to risk my own nor any other man's life to save the noble Queen..."

The choices available are displayed searately, and cycled by pressing the space bar. RETURN is pressed to select, when the player had decided which to choose. Although these are perhaps the most obvious of the series of selections to be made, few require much tonight. Where a more plentiful number of choices is available, they are listed on a single screen, menu fashion, and selected by number.

Movement from place to place is possible when a choice of action is not presented, and this is effected by use of the four function keys, which are used for N, S, E, and W respectively.

The player, on occasions, is force into an action he does not wish. For example, accidentally arriving at the gates of Paris beofre I was ready to depart, I had no alternative but to go through and leave the city, for the program took over, showed my papers to the guard, and he ushered me through. I felt like an old lady being forcibly helped across a road she does not wish to cross.

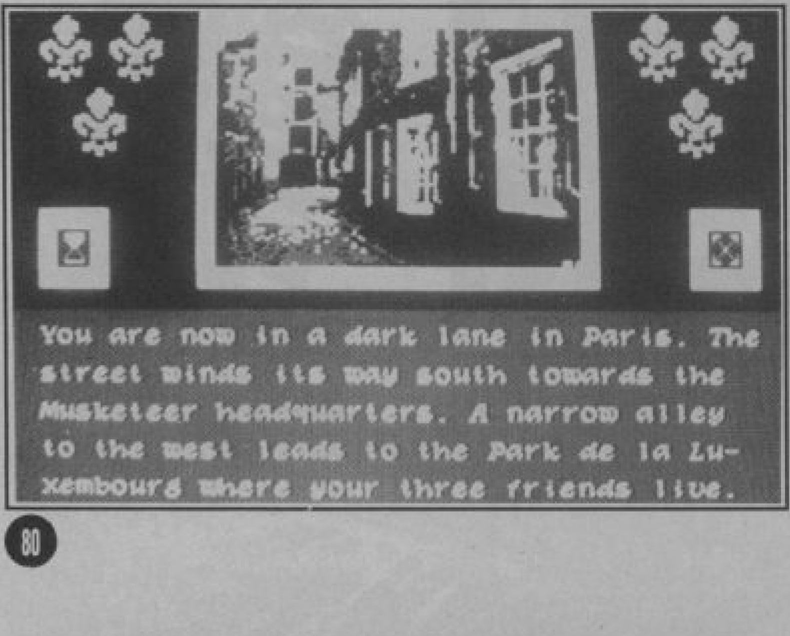
There are logical inconsistencies in the program, too. Having prematurely departed from the city without my companions, I encountered a supporter of Richelieu. I was offered the choice of killing the man myself, or selecting any of my three absent companions to do the job!

A monotonous dirge accompanies the unfolding novel, and perhaps the only saving grace of the program is the graphics — mostly digitised cameos, sometimes in black and white, sometimes in sepia, occasionally in colour, and always very pleasing to the eye. 'Game' is hardly an apt description of Three Musketeers — and the degree of interaction leaves one feeling decidedly uninvolved. Worth a walk-through, though, if this type of approach appeals.

SOUND:	4
GRAPHICS:	9
PLAYABILITY:	6
PUZZLEABILITY:	1
OVERALL:	5



Make your way round the streets of Paris for collecting your colleagues.



ELECTRONIC NOVELS

TA US Gold/ Broderbund 64/128 Price:£24.99 disk (each)

The games in this series are described by the publishers as Electronic Novels, and at the same time, as "interactive adventures". Well, what's in a name, and what adventures aren't interactive? It's only the interaction that makes an adventure any different from a novel. What we have here, in fact, are adventures with a deal more of text than Infocom, that take a deal more time to interact with.

Having a lot of text is all very well, but gameplay, sorry, novel play, on the 64, is painfully slow. It's not only the delay time to the next prompt, but the delay between the appearance of successive words, or parts of words, that frustrates. Summate all those delays, and with such a large amont of text, you're like as not in the land of nod before you know what's hit you.

Each game comes with two disks, tucked into a hardback book. After a few pages of "novelette", and game instructions, comes a large section entitled "Adventure Diary" — in other words the pages are blank, for the player to write notes in.

Here are three promising adventures, that unhappily are unplayable except by those with infinite patience.

MINDWHEEL

Lying on a table in Dr. Virgil's laboratory, with dozens of electrodes fastened to your body, you are about to be sent back in time through the minds of four ex-people, to find and return with the Wheel of Wisdom. Without it, need it be said, the civilised world is doomed. Your journey is through the deceased's thought patterns — that's what all the electrodes are for.

The first mind in question belonged to none other than Bobby Clemon, an assassinated rock star, described as a cross between John Lennon and Janice Joplin (interesting). You materialise on stage at a concert, and a very ugly one it is at that.

As you wander around the stage, the crowd's menacing behaviour is very effectively portrayed, adding a sense of urgency to your mission — find what you want, and get out quick! There are some cleverly worked lines of text that continue to maintain the suspense, without seeming too repetitive.

Mounting the staircase, you find your way blocked by a beautiful winged woman imprisoned in a case. The only way to free her, is to dissolve the bars by answering the riddle inscribed above them:

"The morning herald never was born, His very beard is flesh, his mouth is horn."

Articulate the answer, and you're on your way to the mind of the Generalissimo — dictator and war criminal. But only if you can answer more of the riddles, which seem to abound in this adventure.

ESSEX

You are about to go on a vacation aboard the Starship Essex, but as your shuttle arrvies in the hangar of the vasts vessel, you feel distinctly uneasy. As you disembark with the rest of your tour party, you hear a scream. Going to investigate, you discover a man on the varge of death. He's been attacked by a Vollchon, and with great effort, he hands you some papers. "Professor Klein has only two days," he tells you, "Deliver these before it's too late." Sealed by Commodore Norton, they are addressed to Captain Dee of the Essex, and read "For Your Eyes Only".

Once aboard the Essex, you are greeted by your guide, and feel duty bound to slip away from the party in search of Dee. Here is where the fun begins — learning to operate turbolifts, getting a bit of exercise in the ship's gym, perhaps, or trying to enter a secure area in search of Dee.

To give you an idea of the response times, the three screens of opening text take and astonishing 50 seconds to display! A great pity that this system is so abysmally slow, for at a more playable speed this would, I am sure, prove to be an excellent adventure.

BRIMSTONE

It is the Eve of All Hallows, and whilst the king's servants are busy preparing tomorrow's feast, you, Sir Gawain, find yourself lying on your bed, listening to the soothing strains of Sir Bedevere's lute. Your eyes close, and before you know where you are you are dreaming.

Walking over a ridge, you espy a castle in the valley beyond, and make your way down to it.

This adventure plays in a rather stilited way, fot the messages are addressed to you in the past tense, and in the third person. For example, by going south, I was (eventually) told: "The knight strolled down to the low ridge . . ."

The problem really came with the first problem! Getting into the castle is not just a matter of opening the door and strolling inside. But trying many different appraoches, as is often necessary in a problem of this sort, is as sleep-inducing as the sound of Bedevere's lute, with this sort of response speed.

GRAPHICS:	n/a
PLAYABILITY:	2
PUZZLEABILITY:	8
OVERALL:	5

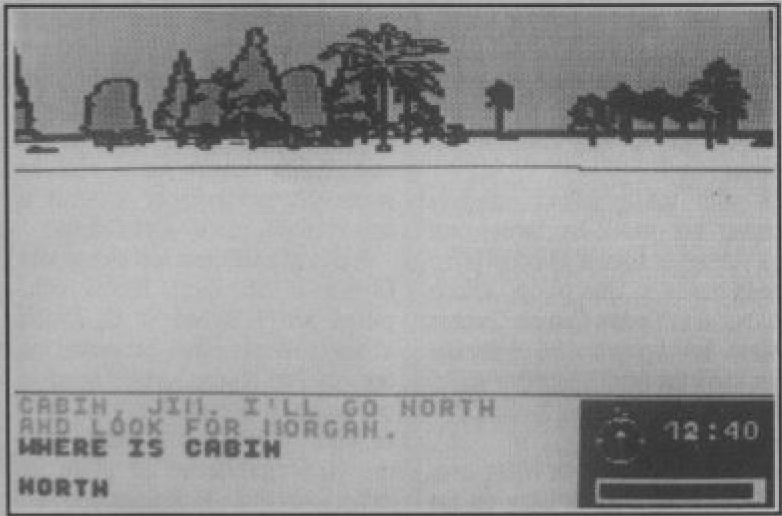
TREASURE ISLAND

GrA
Mastertronic
64/128 cass
Price: £1.99

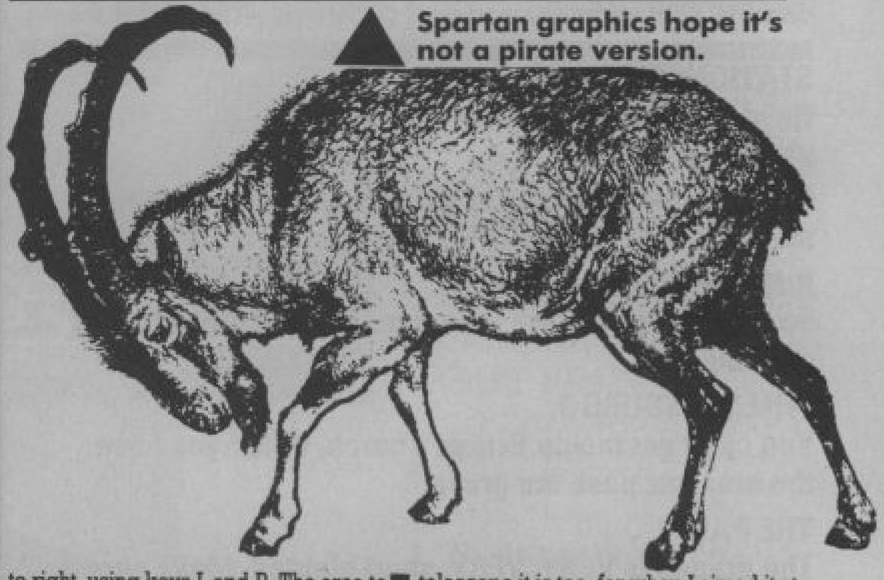
This should really be called Return To Treasure Island, for convinced that there is more treasure to be found, you go back there in the company of Long John Silver, to try and find it. You must dig it up before the pirates get to it.

This strange game, although in adventure format, is played in real time — enough to put off the traditional logic-seeking adventurer. And, unlike most adventures, there are all sorts of arbitrary rules and constraints. For example, you must keep eating and drinking at certain intervals, and the inlay gives a detailed table of object weights, ranging from a drink weighing 1, to a goat, at 15. If you find it necessary to eat a goat, then first you must light a fire and cook it, you are told.

The vocab is strictly limited, and is listed inlay under the heading 'controls'. It is almost as if someone has suddenly discovered that a computer game can by played without a joystick. Talking of the inlay, it is a pity that a small magnifying glass is not included in the package, as I found the printing extremely difficult to read, it was so miniscule.

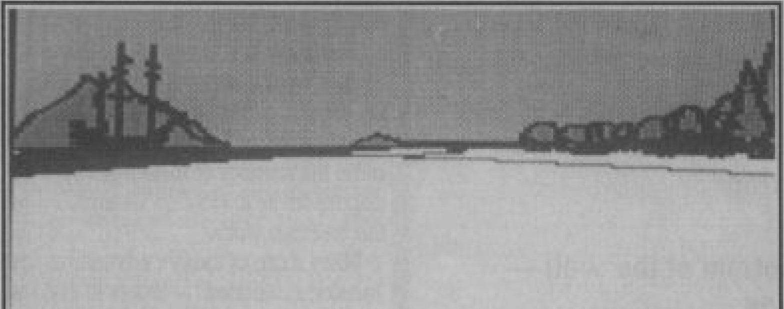


▲ Spartan graphics hope it's not a pirate version.



Perhaps to make up for this omission, there is a TELESCOPE command which superimposes crosswires on the picture. These can then be moved from left to right, using keys L and P. The area to be examined with the telescope is selected by pressing the space bar when the crosswires have been suitably positioned. And a pretty useless telescope it is too, for when I aimed it at a ship, it showed me nothing but sea.

▼ Your ship is moored in the harbour.



Movement is effected by using the commands WALK and RUN, which moves you forward in the direction towards which yo are facing. You can turn around 45 degrees by using commands LEFT and RIGHT, or, if you are lucky enough to be carrying a compass, you can name the direction you wish to face.

The graphics occupy the major part of the screen, and the game is fairly meaningless without them, yet a PICTURES command which turns them off and on is thoughtfully provided.

All in all, this struck me as more like a keyboard operated arcade-adventure than an orthodox adventure. I didn't enjoy it in the least.

GRAPHICS:	6
PLAYABILITY:	2
PUZZLEABILITY:	1
OVERALL:	4

VALLEY Rescue

There's no doubt that Kayleth takes the honours as this month's most mentioned adventure — and another Adventure Soft game gets a prize, too! Hugh Walker of Guildford, awards *Temple of Terror* a high-score for spelling mistakes per location!

On with the problems currently stumping our would-be heroes, out there struggling against all odds! Jayne Rhodes writes in little pieces, asking who can stop Dodgy Geezer Cracker blowing her up with the gelignite. When she's put herself together again, she will be on the lookout for Soapy — anyone seen him?

Nobody's talking to John White, from Co Kildare! He is on holiday on the discworld, and is not getting a word out of Blind Hugh, nor the guard by the leaining tower. "Can you help me at qall to get out of Part 1 of *Colour Of Magic*, as I am desperately stuck?" he asks.

A strange man is worrying Adam Leeves of Ruislip. The coach he is in has just stopped, when up comes this man. Adam doesn't know what he wants. Oh, nearly forgot — Adam is only playing a game — it's *Dracula*!

A plea of a different sort comes John Clayton of Stockport. Having completed part 1 of See Ka Of Assiah, although he can move between locations in Part 2, any verbal command causes his 64 to crash. The same thing happens on his father's machine. An exchange tape turned out to be the same. John wrote to Mastertronic, but got no reply — there's customer service for you! A budget game isn't quite such a bargain when it's unplayable, and you can get no help from the producer. Has any reader come across this problem?

"Despite you low ratings and comments," says Peter Wright, "I purchased *Hunchback*." There were plenty of others who did too, Peter — but do you agree with the ratings, having seen the game? Peter cannot get past the magic door north of the cardinal's bedroom — can you help him through?

Aad Van T Noordende of Rotterdam agrees with my comments about the satisfaction of solving puzzles. The night before he wrote, he managed to get past the Paper Wall in *The Pawn*, and sat there, foolishly grinning for half an hour. Then he phoned a friend, still struggling with the adventure, and together they celebrated this great achievement!

Aad has just one wish. He finds reading Valley Rescue and my Adventure Helpline in C+VG a geat help, but"... please do not start writing in another magazine, because I have to buy it also!" he pleads. Ernest H. Quinch of Swansea wouldn't stoop that low, for he reads a certain other magazine standing up in his newsagent's!

And finally, did Espen Eide, of Haapet in Norway make a typing error when he addressed his letter to the Walley Rescue Service? Somehow I think not — for the handwritten envelope said the same thng as the letter heading. Is our own slang not safe from foreigners, these days, I ask?! Perhaps we should rename the column . . .

STATIONFALL:
Have a gamble to win a whole suit!

KENTILLA:
Sunlight makes a crystal glow, crystal turns a troll to stone.

RING OF POWER:
To pass the pirate drop the rum. To pass the giant, drop the ball.

WILLIAMSBURG 3:
You can't get inside Bruton Church. When you have the crosses, push the grave.

THE PAWN.
The dragon is VERY, VERY, short sighted. Make sure another source of food is plainly visible, and then show the dragon where to look!

KAYLETH:
Try HELP on the bridge, as a human. You the steel ball beyond webs to get the bulb. Blast the bricked up corridor as a killer android first. Wear cloak for light. C-ems don't take money — they process ore!

MASTERS OF THE UNIVERSE:
Timelinks fit the clock. Wycord deals with wyverns. Crack and timegate are red herrings.

TASS TIMES:
To enter Snarl's place, try the bottom of the well — but make sure Snarl is in his shop.

BUREAUCRACY:
The fourth piece of mail is the important one — whichever way you do it! Feed the 11ama, distract the old dear, speak to the weirdo in EXACT terms, and help a poor philatelist!

Thanks for help with this month's clues, to: Ruby Wilgaus, Grimsby; Aad Van T Noodende, Rotterdam; David Barrack, Corby; Hugh Walker, Guildford, and A.K.Smith Woodley.

CAMPBELL'S COMMENT

HELP is a command very frequently overlooked in adventures today. There is nothing more unfriendly than getting "I don't understand" in reply to typing HELP when seeking some small clue in a game. Perhaps even more annoying is the flippant "You must be joking!" In fact, so used had players become to the obvious catch-all reply, that few noticed that when, in *Mordon's Quest*, they read DRAW A MAP, that this really was a clue!

Adventureland was the first adventure of note for micros, and help was included, partly, because at that time, every player was a beginner. But the clues supplied were no giveaway. "Read the sign in the meadow" only stated the obvious, but was just enough to make the player pause for thought, and put him on the right track.

A far more subtle omission though, is a growing tendency not to provide a SCORE command. Most of the early adventures, and many current ones, are of the treasure hunt variety, and SCORE is based either on the number of treasures taken (even if later dropped) or on the number of treasures currently deposited in a location designated as the treasure store.

Many more of today's adventures are 'mission orientated' — that is to say, the objective is to complete a predetermined task. A score is therefore less relevant, and must be event-driven. However, the paradox is, that the player is more easily able to judge his progress in a treasure game without a SCORE geature, simply by counting the treasures obtained, than in a mission game.

The trouble is, that in some adventures, the plot is so open that it is almost impossible to tell if one is doing the right things towards reaching the ultimate goal. Going round killing everything in sight may be perfectly permissible within the game, but with no SCORE feature, how is one to judge whether a terrible error of judgement has been made? And if it has, then that might just have been the key mistake, gone completely unnoticed, to prevent the game from being completed. The adventurer may wander around aimlessly, without a hint of which direction his actions should take.

It is, perhaps, no coincidence that among the very best of adventures, from Infocom and Magnetic Scrolls, a score feature is always provided, whether the game is a treasure hunt or not. Points are often deducted, too, for making a mess of things during play, thus giving the player a tip-off that he has erred, and that all is now now well.

Most people, in every endeavour, like to have a measure of their performance and progress. It is only natural to seek that feedback too, in adventure playing. SCORE should be there to tell you roughly how far through the game you've got; as a rough guide to tell whether your fellow adventurer can help you, or you him, without having to go into details of plot, and give things away. And, above all, it should be there to guide you, for SCORE is probably a more valuable playing aid than HELP.

WIN A FREE FLIGHT ON

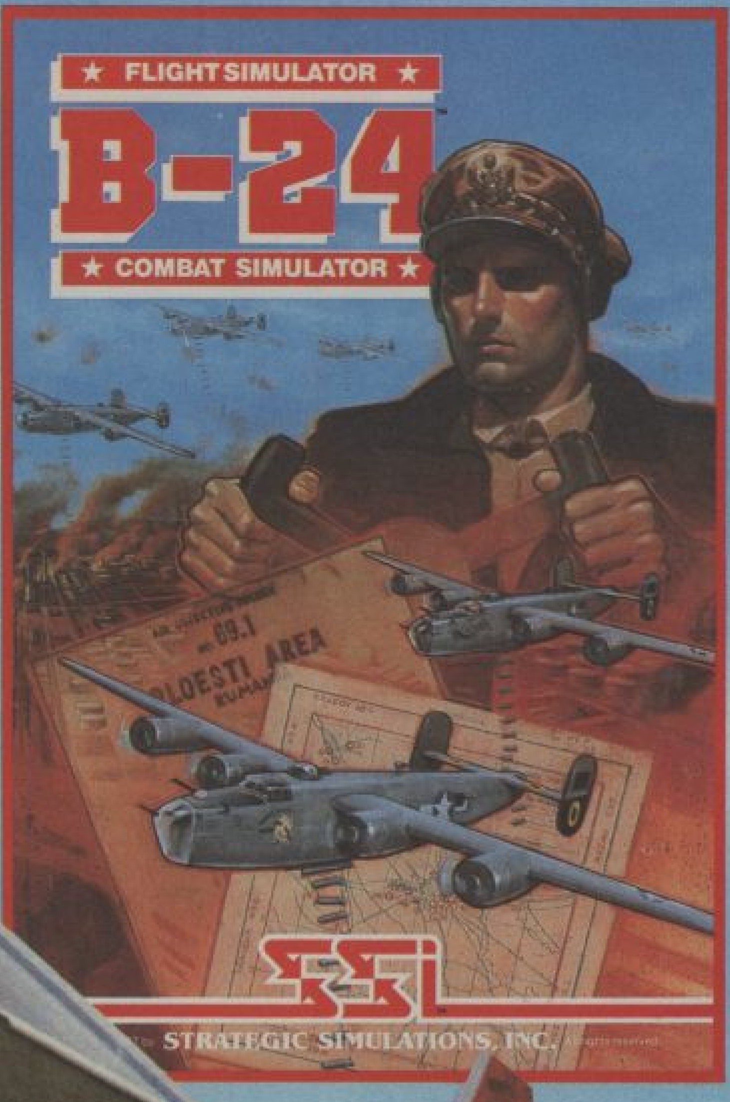
CONCORDE

The creators of B24, a superb combat and flight simulator based on one of World War II's most famous aircraft are offering the once in a lifetime opportunity for you to win a free trip on Concorde, the world's most famous airliner.

By answering the simple questions below you could win a dream trip on the world's only supersonic passenger aircraft flying at speeds faster than the bullet from a gun.

CONCORDE... THE FACTS

- Concorde first flew on 2 March, 1969.
- Concorde has carried over 800,000 passengers over 50 million miles.
- Concorde holds the record for the fastest passenger flight London to New York in 2 hours 56 minutes on 1 January, 1983.
- Concorde's maximum level speed is 1,367 mph.
- Concorde carries a maximum of 128 passengers.





If you are not a lucky winner in this great competition, don't worry because you can still experience the thrills of flight plus the exhileration of combat in B24.

B24

From the war torn skies of World War II emerged one legendary offensive weapon – the B24 bomber. This superb simulation allows you to recreate the exploits of this great aeroplane on single mission runs or a 19 mission campaign to destroy oil refineries in Poletsi, Rumania.

As pilot, you control the mission flight on a bombing raid from your home base in Italy; as group leader you command 40 B24's on bomb runs to 14 targets deciding on when and where to bomb depending upon weather, plan availability, group efficiency and target oil production levels. A flight and combat simulation of unparalleled quality.

Available on

CBM64/128

TAPE £14.99 DISK £19.99

STRATEGIC SIMULATIONS INC

U.S. GOLD All American Software

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

THE PRIZES

1st Prize: Two tickets for a flight on Concorde plus a copy of B24 and an SSI Order of Merit Plaque.

50 Runners Up Prizes: A copy of the superb flight and combat simulator B24.

Please state a preference as to Tape or Disk.

HOW TO ENTER

To win a supersonic flight on Concorde answer the following four questions and then in not more than fifteen words why you want to fly faster than the speed of sound. In the event of a tie, the most original reason will win the first prize.

Please send entries to:–
U.S. Gold Ltd.,
Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.

1. What is the speed of sound (mph)? ....
2. Name three World War II SSI titles. ....
3. What do the initials USAAF stand for? ....
4. What is Flak? ....
5. (In not more than fifteen words) I would like to fly faster than the speed of sound because ....

Name .... Age ....

Address .... DISK ☐ TAPE ☐

RULES

1. This competition is open to all residents of the UK except employees of this magazine and their associate Companies, families and agencies. Employees of U.S. Gold Software, their agencies and families and friends.
2. The prizes stated will be awarded to the entrants who answer the questions correctly and give the most original answer to question 5.
3. Entries altered, illegible or not completed in accordance with the rules of entry requirements will be disqualified.
4. All entries must be on an official entry form.
5. All entries become the property of U.S. Gold Software Ltd., and cannot be returned.
6. It is a condition of entry that the competitors agree to be bound over by the rules.
7. Closing date for receipt of all entries is 31.10.87.
8. All entries to arrive at U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX before the above date.
9. The winning entrants will obtain:
1st Prize – A flight for two on Concorde, a copy of B24 and an SSI Order of Merit Plaque.
Runner Up Prizes – 50 copies of B24.
No alternative prizes are offered.
10. The judges' decision is final and no correspondence will be entered into.



DARIUS
Taito
(3 × 10p)

Deep, deep in space there is a sea of toil. This sea is the setting for a great battle of good vs. bad. The heroic Darius and his Silver Hawk squadron, must for the sake of mankind (fishkind?) defeat the evil aquatic army.

The game is set out in a style similar to that of the golden-oldie 'Scramble'. The ship flies from left to right, and below it are mountains which land based enemies will attack you from. The majority of attacks will come from the right of the screen. The ships come in all shapes and sizes, usually with a fishy theme. When you shoot certain ships a glowing red, green, or blue ball will appear. These balls are power spheres, they have a nemesis-type effect on your ship. The red power spheres increase your missile power, the blue ones give you a defensive shield, the green spheres will give you increased bombing power.

When you reach the end of each level you will face a huge monster, based on the shape of different types of fish, such as lobsters or pike or even an octopus. They rise up from the bottom of the ocean at you and spurt deadly bubbles out of their gob. You must shoot them in the mouth a few hundred times before they finally explode and sink down to lie on the bottom of the ocean. When you kill one of these king-fish you then make the choice of which sector to commence on to. The screen will split and which path you take determines which section you will face next.

This is all pretty predictable stuff, but there is a much more entertaining two player mode. It is simply you in your red ship and your buddy in blue, taking out the aliens.

Alright, I know it all may sound a little too dull and ordinary to qualify a review of Nick's sacred pages, so where's the catch? The catch or, ahem, the hook, is the screen, all 45 inches of it. *Darius* has a gigantic cabinet, the screens are as big as three normal ones making the game a lot more fun and tricky to play. The screen is similar to the old racing fave; *TX-1*, except that it doesn't have the nasty off-putting gaps between the screens that its predecessor had, makes a massive difference to the playability of the game.

Darius also shines out among the other games in the arcade for its music. It plays an early 80's funk tune. Sounding extremely similar to Shannon's 'Let The Music Play'.

Graphically its nothing to go crazy about, but it is nevertheless adequate, with fast movement and some very pretty psychedelic sprites. The one, outstanding section in the game is the monsters at the end of each level. In particular the lobster.

Overall though, not too much of an original shoot 'em up, *Darius* will be a winner because of its extras — the great sound and, most of all, the massive screen. I can't wait until we get somethng exceptional inside one of those babies. Float on, Taito!

GRAPHICS:	6
SOUND:	10
TOUGHNESS:	6
ENDURANCE:	7
VALUE:	7
OVERALL:	7



The end of each level has a mega aquatic challenge.



Shell that lobster.

Stomp that sea urchin.



BATTLANTIS
Konami
(2 × 10p)

What we have here is another example of a growing trend in the coin-op world — if you can't think of a decent new idea, copy an old one.

You can't really blame the manufacturers for doing this — brilliantly infectious ideas aren't easy to come by, and no amount of trendy graphics or superb soundtracks are going to keep a gamer's attention for long if the basic game is naff. So, the programmers reason, rather than spending millions developing some flashy but medicore new game, why not develop and enhance an oldie but goldie?

Well, it certainly worked for

DOUBLE DRAGON
Taito
(2 × 10p)

What with everyone in these parts going *Renegade*-crazy, Taito could hardly have chosen a more appropriate time to release what can best be described as *Renegade*'s big brother.

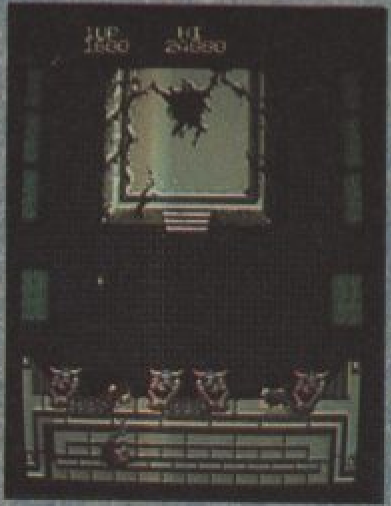
Double Dragon can be played alone, or in partnership with a trusty companion — I chose Mike "Don't Mess With Me I'm Dangerous" Pattenden.

The basic plot is that your girlfrind has been kidnapped by a gang of rotters, and in order to rescue her you, and your mucker, if you've got one, must duff up a whole series of increasingly tough bruisers. You can punch, kick, elbow and knee your opponents, but, of course, they can do the same to you.





The huge monster takes many hits.



Stop men scrambling up the battlements.

Taito, when they came up with *Arkanoid* (derived from the decade old *Break Out* concept). Now here come Konami with their *Battlantis*, which, stripped of graphics and enhancements, bears a more than passing resemblance to — *taa-rant-taa-raaa* — our old friend *Space Invaders*.

In *Battlantis*, you are a lone sentry stationed on the walls of the lost city of Atlantis, repelling an invading army seemingly composed of a combination of ancient Greek warriors and monsters from the Black Lagoon.

With your trusty bow you have to take out the ranks of ordinary attackers who are advancing, *Space Invaders*-style, on the ramparts, while avoiding the missiles they're hurling up at you. You've also got to make sure you hit the occasional lone commandos who rush straight down to the walls and climb up and over the parapet if they're not blown away. If one of these lads makes it up onto the battlements you automatically lose a life.

There are also little messengers who carry magic chests across the very top of the screen, behind the army, from time to time, though often you're too busy dodging missiles and trying to dis' the ever-encroaching phalanx, to do much about them. If you *do* hit one of these envoys, a magical shield that they're carring flies down the screen and drops onto the castle walls. You can then acquire this item by moving over it. In most cases, you'll gain something useful by doing this (increased firepower, for instance, or a shield), but always check the symbol on the magic cask before walking over it, it could be an unhealthy draught of poison, which will cause you to drop like a fly.

Even assuming you clear the screen of warriors, you've still got one more trial before you can progress to the next level — each phase has its very own specially-designed supreme monster who has to be hit many times before he disappears in a blinding flash of light.

To be brutally honest, I don't think *Battlantis* will quite match *Arkanoid*'s success — there've been far too many fab shoot 'em ups in the last ten years for even a totally overhauled *S.I.*-copy to generate very high levels of excitement. (*Hey, I like it — MP*)

Still, its combination of mid-Seventies addictiveness and late Eighties sound and graphics should turn a few heads its way in the coming months.

GRAPHICS:	8
SOUND:	7
TOUGHNESS:	6
ENDURANCE:	6
VALUE:	8
OVERALL:	7



Two big guys will confront you on the bridge.



Beat on the brats with the baseball bat.

You have to floor each one several times before he dies and fades from the screen.

The enemy tend to come at you in packs, the slimey rats, so you'll have to move and hit quickly to avoid being surrounded and beaten to a pulp.

Starting outside the city garage, where your true love was apprehended, you walk through an array of horizontally-scrolling scenes, from alleyways, to warehouses, to forests and factories. In each location you encounter a hostile group which has to be defeated before you can proceed shapes and sizes — huge circus strongmen, burly bike-women brandishing chains and crafty knife-throwers, to name but three. Most carry an assortment of very offensive weapons.

You and your mate start out armed only with your hands, feet and heads, but, if you manage to knock a weapon-bearing nasty over they, naturally enough, drop whatever lethal thingie they happen to be carrying and you can pick it up and use it — at least until you're thrown again.

As well as the various knives and baseball bats which you may be able to snatch from your fallen enemies, you — and they — can also pick up an use any loose objects scattered about the place. Dustbins, rocks and sacks of flour are among the apparently harmless objects which you will find conveniently located.

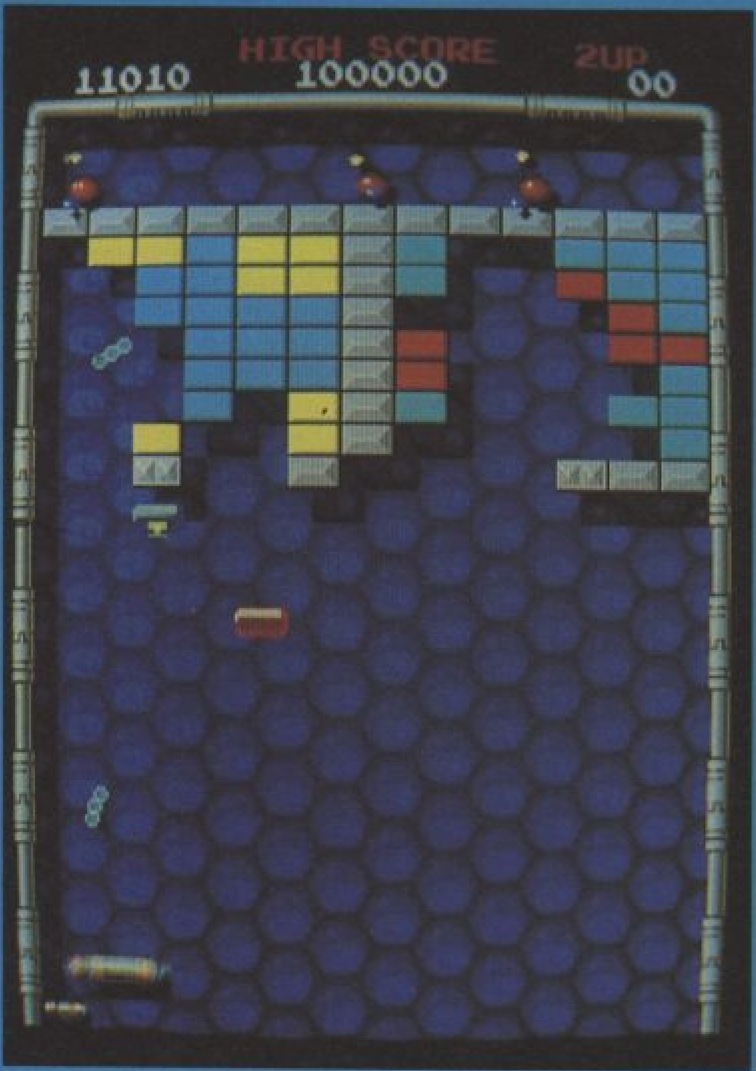
Tactics are essential in *Double Dragon* — different baddies are best attacked in different ways, and feverish stabbing at all buttons simultaneously isn't a very effective means of combat, as Mad Mike and I discovered several times when we found ourselves beating one another up by mistake! *(I enjoyed it — Dep Ed)*

This isn't an easy game to play initially — you have to use both brain and brawn in order to dispatch the various thugs you encounter without getting beaten to death yourself. It's also not going to be an easy game to play for another reason — it took me about half an hour to get near it in my local arcade, and a brief glance around other West End arcades confirmed the *Double Dragon* is set to be a massive coin-op hit.

And, once I'd got the hang of my roundhouse and worked out how to pick up useful weapons (kneel down over them and press "punch" button), I had to admit that it's undoubtedly popularity is well deserved. The graphics are superb, the handling likewise and the variety of actions, locations and enemies make this a truly state of the art Beat 'Em Up, centuries beyond those old Kung Fu games which still litter the arcades. *Double Dragon* isn't quite as cheeky as *Renegade*, but its sheer action-packed playability makes it a strong contender for hottest beat 'em up yet.

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	10
VALUE:	9
OVERALL:	9



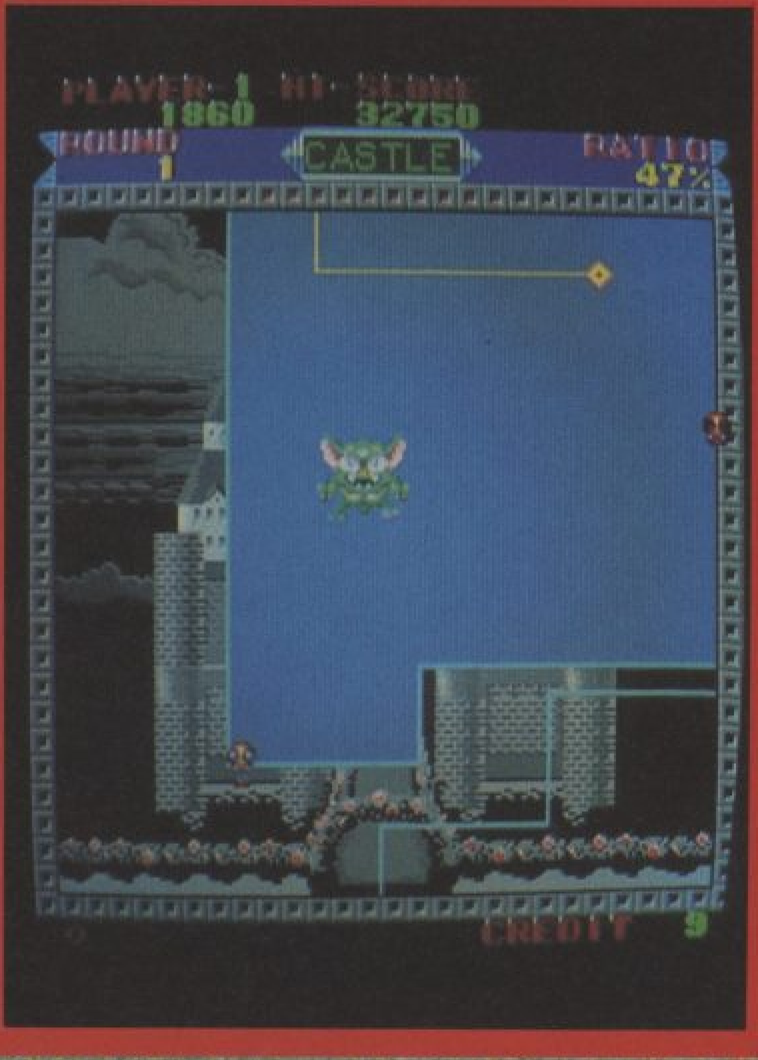


ARKANOID II
(TAITO)

With all these fancy state-of-the-art climb-into consoles at two months pocket money a play knocking about, it's worth occasionally reminding ourselves that fancy hardware does not alone make an epic game. No, indeed, what really makes our little hearts beat faster is *playability*. And this, presumably, is why Taito have seen fit to bring out a sequel to the derivative but utterly infectious *Arkanoid*. As y'all can see, *Arkanoid II* isn't a trillion miles away from its illustrious predecessor, in general appearance, but with new features like multi-multi-balling (you can have up to 64 on the screen at one time) and split bats enhancing all the thrills of the original, *Arkanoid II* will certainly be gobbling some of our ten pees.

SUPER QIX
(TAITO)

And while we're on the subject of the good old days, those of you antiquated enough to remember the dawn of the coin-op may recall a spiffing game by the name of *Qix*, the basic idea of which was to fill in 75% of the screen area by "boxing off" small areas before you were caught by the little stick-like beings who hungrily patrolled the screen. This friend of Mike Pattenden's childhood has now been revamped. In *Super Qix* the baddies are more numerous and varied, and each area you fill in exposes a panel of a luverly picture of a castle, but the basic idea's the same as the much-loved original. Who says nostalgia's not what it used to be?







PLUMB POP

(TAITO)

Once upon a time in a far off kingdom there lived a little trapeze artist who loved nothing more than to bounce up and down on her little trampolene bursting balloons and killing passing wildlife with her little pointy head. She was a lucky little girl, because she had two wee friends to hold her trampolene, and it was up to these hard working folk to ensure that her downward flight was broken by the trampolene, and not by the nasty hard ground. And, because it was a magical kingdom, sometimes apples and bananas and othere scrummy things would fall from the sky for the lucky little trampolene holders to catch and have for tea (*that's enough weird fairytales, Kelly — Ed.*) In another era it could have ended up as *Arkanoid. . . .*



1943

(CAPCOM)

And, talking of sequels, look out for *1943* the *1942* follow-on currently winging its way towards your local arcade courtesy of Capcom. Despite increased firepower (and fire direction), we *CU* cynics are wondering whether *1943* can hope to compete with Taito's stunning *Flying Shark*, a coin-op whose brilliant graphics, soundtrack and general thrilliciousness make it a runaway favourite in our *1942*-copy stake. Of course, we could be mistaken — but we don't think so.

TAITO AIRLINES

Taito

(3 × 10p)

Every time you get the opportunity to fly a plane in your local arcade it involves killing Libyans, aliens, or some other unfortunate race. This game is an extremely welcome exception. It's sole object is for you to take the controls of a plane and "land that baby!"

The Taito machine is extremely striking. It is over six foot in height, with an outside monitor so that onlookers can see how the player is getting on inside.

The feeling inside the dark and sweaty cabinet lends to the atmosphere of a plane cockpit, with realistic sound effects like a flight controller radioing you, and brilliant graphics like the birds-eye view of a city in darkness. The console also has the hydraulics system pioneered by *Space Harrier*.

Playing the game is difficult at first. You have two controls which you must use to land the plane successfully. The control stick (a plane's steering wheel) and the throttle (the accelerator.) You begin landing procedure around 2000m above the runway, you must attempt to fly a perfectly diagonal path until your nose is on the runway. Should you do this you will get the maximum score of one hundred, but I guarantee you won't. Not for quite a while. It is quite possible that you won't even land the plane at all. Should you go too far off course, or decide to land 400 metres too early then, would-be pilots, we could be talking air disaster.

If by any slim chance you do happen to land the plane you are then given another. This time the plane is at a different airport and is even trickier to land. It is much larger and the wind appears to be stronger and thus much harder to control. It's a case of coming in on a wing and a prayer. If you ever do become an expert you must land eight increasingly difficult flights to complete the whole game, the first is a doddle but the eighth — well, find out.

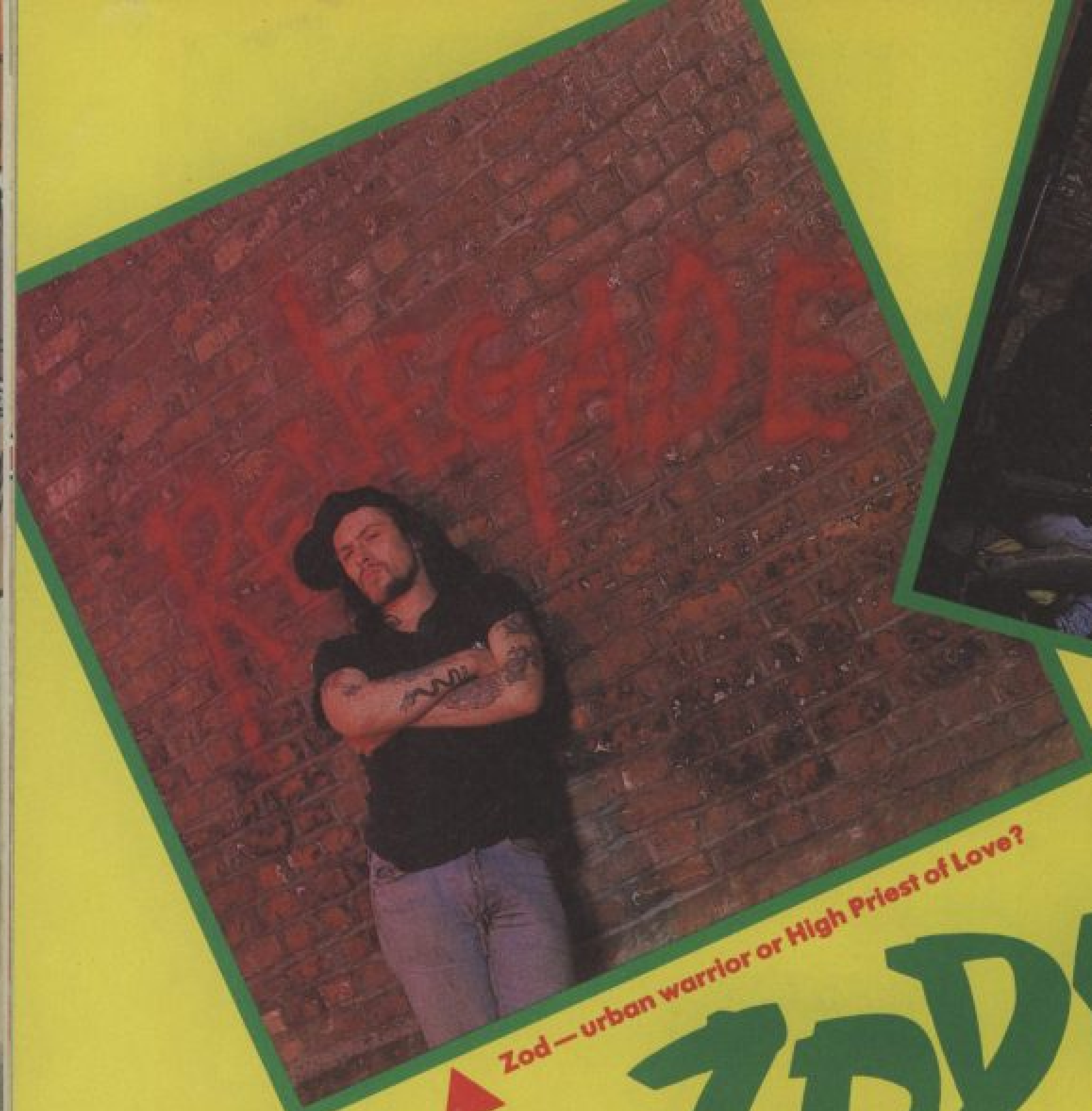


▲ **Ferdy takes the controls and brings her on down.**

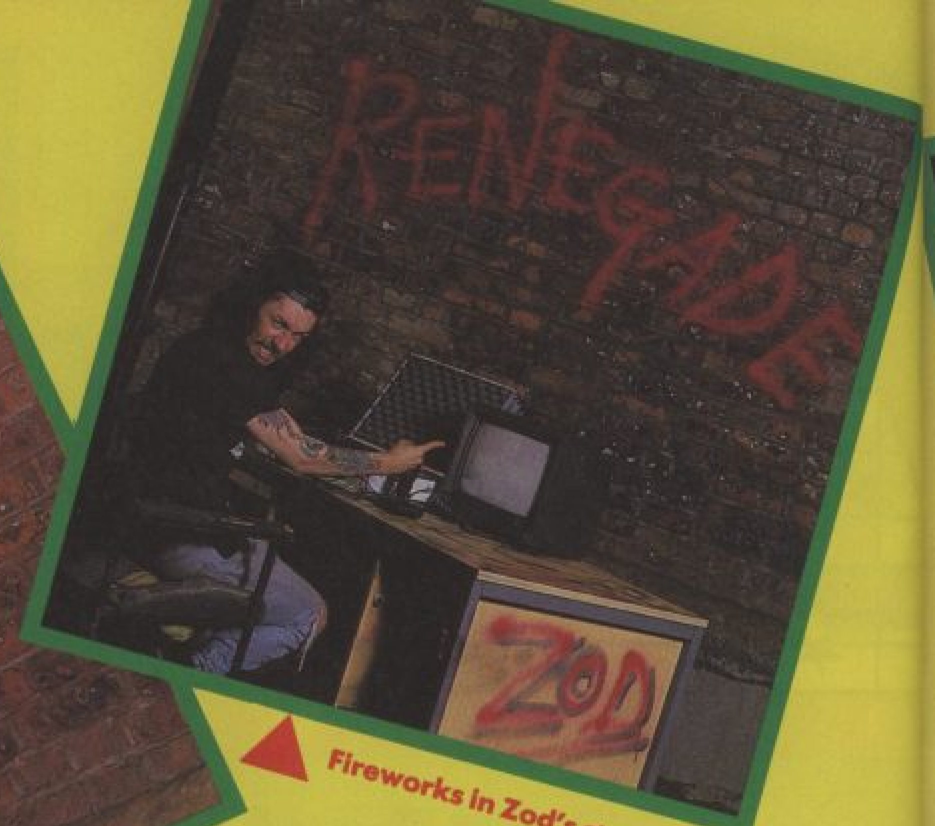
The game is initially fun and will attract a lot of attention with its mammoth-size cabinet, but it's such a peaceful game, that I was left wondering whether it will take off with our blood-thirsty gamers?

Ferdy Hamilton

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	7
ENDURANCE:	5
VALUE:	6
OVERALL:	7



▲ Zod — urban warrior or High Priest of Love?



▲ Fireworks in Zod's street office

ZODIAC MINDWARP iS THE RENEGADE!

Fair maidens swooned. Strong men trembled. Even Mike "Mad Dog" Pattenden suddenly remembered an appointment he had elsewhere.

For standing in *CU*'s office was the roughest, toughest, gruffest and most certainly scruffiest Biker Hippie of Death ever to set foot inside our sacred domain. Yes, it was The High Priest of Love himself, Zodiac Mindwarp.

And what was this luscious, pouting creature doing within 1,000 miles of our luxurious penthouse place of work?

Well, it just so happens that when his Royal Zodness isn't making very loud pop records in association with his beat combo, The Love Reaction, or corrupting the nation's youth with his foul-mouth utterances, he's usually to be found frantically waggling joysticks and pushing buttons in his local alehouse. And so we decided that, in honour of the summer solstice and our *Renegade* cover story, we would beam the Prime Mover himself down from his intergalactic Love Nest to try out the original arcade version of *Renegade*, cunningly captured in a portable steel case by a talented Ocean boffin (*this portable Renegade is currently languishing in our storeroom waiting for some lucky* CU *reader to carry it off — see compo, page 27*).

But while minions are fetching the vital keg of beer, clearing away the corpses of the two doormen who tried to block his entry, and preparing the *Renegade* for action, Zod and I chill out with a graphic rap:

So, Your Transcendental Oneness, just how much of your earnings do you spend on coin-ops?

"Errrm . . . it depends. If I find a really good one, I'll tend to go in a pub to play it. In the past two weeks, I've been in this one pub with me tour manager, Gimpo, every night from half-five till seven playing *Rastan*. We've got to stage four now. I dunno . . . I spend a lot of money, about thirty quid a week on *Rastan Saga (!!?!??!! — poor impoverished Ed.)*. I think *Rastan*'s definitely the best one around at the moment."

We see, we see. Any other games you're particularly in like with?

"I used to like *Paperboy*, that was one that'd take most of me money. And that's that one with goblins and things? *Ghosts and Goblins*, that's it. And the one that four of you play, *Gauntlet*. Oh, and I'll tell you one I really liked was that one with those three b$£@&+! monsters that totally smash up the city — *Rampage*, that's it. It's brilliant, that, with the big f&÷£@★! monkey jumping upon these skyscrapers. And all you have to do is cause maximum destruction, to smash the city to pieces. Oh yeah, and I'll tell you me all time favourite — *Space 'arrier!* You get in that ★£@$&$★! thing and it moves! And you can actually win that one."

"I like the ones where you can progress up through levels, and where you can put in more coins. The ones I don't like are the ones where it's just the same over and over, just getting a bit more difficult. The best ones are where you go on and find more different things, and there's like a little reward forgetting to the next level, like a new piece of graphic, or something. And I've always liked the fighting ones as well, the violent ones . . ."

Oo-er! Is there any truth to the mutterings we have heard in these parts that as well as being the greatest Love Bard in the history of the cosmoverse you also draw cartoons when the mood takes you?

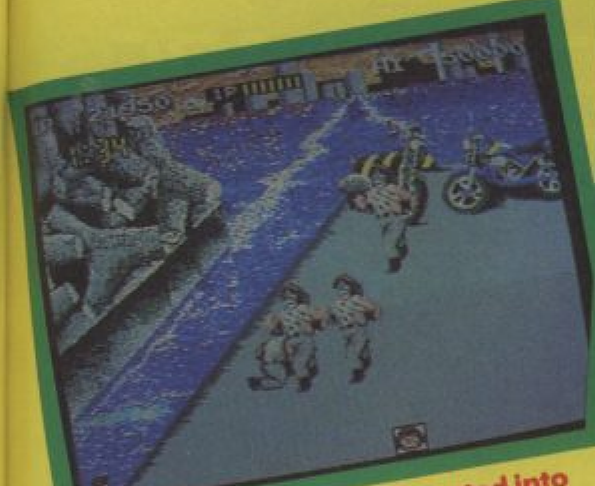
"Yeah, I used to do a cartoon strip on a magazine called *Flexipop*, called Gruntwise The Pork, which was about this big fat pig who was really disgusting — based on myself really! I've still got this little book and I just do drawings of the band and stuff, just to amuse myself. I don't really have the time to do them properly these days."

Hmmmm. Sounds like you might be the perfect candidate to design a coin-op yerself, Zod — and imagine what the soundtrack would be like.

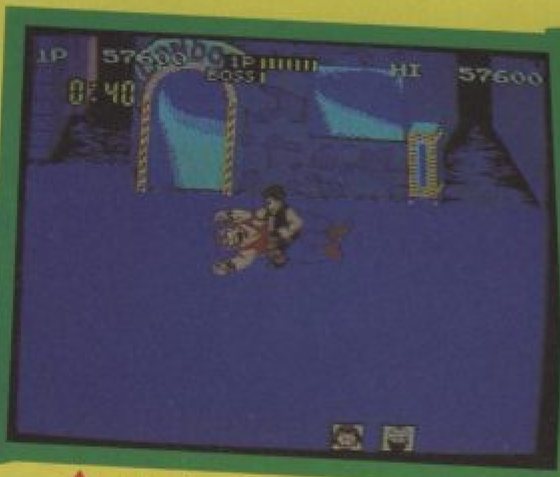
"That'd be brilliant — I'd love to work on one of those."

Any ideas for a plot?

"Well, what we tend to do when we play, me and Gimpo, we make up our own little plots, just change the story to suit what's going on in the game. Like, on the *Rastan* one, when you get to the castle, we play it like, you've got to get in the limelight (*v. trendy and exclusive London nitespot — Ed.*) — you've got to get past the bouncer, which is a dragon! And then once you're in, you've got to get in the VIP room *(extremely trendy and exclusive room, only for v. successful*



Unceremoniously booted into the water



The fat lady falls



Inside the big boss's office

popsters, top models and Ferdy Hamilton — Ed.), which is the next stage. We just change the plots. We change all the names of the characters, too. One was called Charlie Ayers, who was our A&R man *(dude from the record company who controls and looks after the band)* — he was a monster who you had to kill in order to get your record released!"

"I think I'd 'ave me record company in my game — you'd 'ave to destroy 'em all to get your records released. You'd have to get through loads of hassles with marketing people and lawyers, that'd be quite interesting, going into Phonogram's offices with a chainsaw. I think a nightclubbing one could be good too, where you were the bouncer, and you'd have to stop certain people coming in, but let other ones past."

All this talk about sawing record company executives in half is getting Zod pretty excited, and your intrepid correspondent is nervously surveying Zod's decaying denims for telltale chainsaw-shaped bulges, when . . .

"Good luck, kid!"

No, it isn't the murderous Mindwarp preparing to take me on in combat to the death — it's *Renegade*'s welcoming challenge. So without further ado, Zod sits down and starts taking out the pent-up frustrations of a hard week on the various thugs that are to be found on screen one.

The scene is a tatty New York "subway" ("Tube" to you) and Zod's onscreen character is being set upon by various tough-looking youths, including two black kids with clubs. The burly gang leader leans up against a grimy piller watching the action.

The valiant Zod wades into the first of group of attackers, but before he can deal an uncouth thug a blow . . . *Zop!*

b★£$&@★"! says Zod as he picks himself up.

Two-stick-wielding heavies approach and Zod prepares to repell them with a dainty flick of his mystical boot, but once again he doesn't quite get it together . . . *Scroooocccch!*

"B£@$&★£ I'm not doing too well here, am I? Here comes the boss now."

For the large leader of these thugs has detached himself from his resting place and enters the fray. The contest is short and brutal. Zod manages to take out two of his assailants (they each have to be floored twice), but then is grabbed by the boss, who gives him three painful knees to the groin before throwing the battered Cosmic Lover onto the ground, dead . . .

"Get lost, punk," sneers the victorious hoodlum.

"★£@$ you, boss," retorts the furious Zod.

For the next 15 minutes Zod repeatedly takes on this street gang, determined to make it past the boss and his cronies onto level two. Several times he clears the platform of everybody but the leader, only to lose in one-to-one combat. The boss, y'see, like all *Renegade*'s bosses is a particularly tough streetfighter who needs to be floored at least five times before he'll die.

"It's a pity you can't start over from where you were killed," pants an exhausted Zod. Each time you die, there's nothing for it but to take on the same group of villains all over again. But eventually our hero does manage to take out the ordinary fighters and sticksmen, and finally, after a great deal of below the belt kicking ("★@£$&§★, 'e must have iron b★lls), the boss, too, is conquered.

Level two — and, with hardly a pause for breadth, Zod is being run over by motor-bikes in a dockland scene.

"★£@$&! — I'm being beaten up by Motorhead fans!"

He finally manages to kick the four bikers from their saddles, and then takes on their companions who have been standing on watching the show. The lads with the iron bars are the ones to watch here. But after his experiences on level one, Zod is beginning to get the hang of things, and even succeeds in booting a couple of them into the East River.

"Yeeeay," he cries triumphantly.

With growing confidence, he dispatches this level's boss, and proceeds eagerly onto Level three, which finds him in a rumble outside a sleazy nightclub. The warriors here are a gang of extremely butch biker-women, all of whom are armed with chains or maces. They're also a lot better organised than their dim male predecessors and continually surround Zod and trash him from two sides simultaneously.

"I'll tell you I'm getting totally knackered here," he moans, as he's slashed to the floor for the tenth time.

But toughest of all is the enormous Amazon leader of this gang — she's about eight foot tall, six foot wide and utterly indestructible.

"Given up already," she crows as she picks up the luckless Zod and slaps him senseless.

"★££$££★ @£$£★," mutters the Prime Mover. He knows when he's had enough. We move away to a quieter place for some parting words.

The showdown on Level Four will have to wait till another time.

Can we take it, Oh Karmic One, that you're not attracted to women who carry bicycle chains?

"Not in the slighest — I'd run a mile, I think, if I saw *her* coming."

Nor does he see himself attempting *Renegade*-style combat on the streets of New York in real-life.

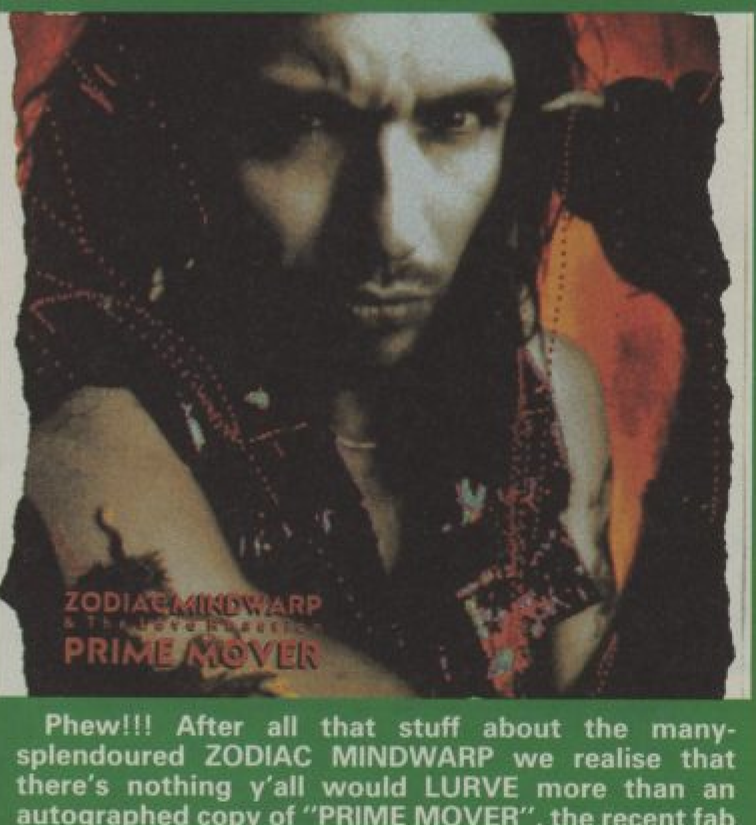
"Well, maybe if I had a death wish I would. I don't think I'd walk around the Lower East Side *(notoriously dodgy bit of The Big Apple — Ed.)* at any time. Maybe I would, I dunno. I don't look like I've got a particular lot of money on me . . ."

A strange thought crosses the mind of the High Priest.

"Actually, I probably look more like a mugger myself . . ."

And, leaving his assembled followers to ponder this mystical insight into his innermost psyche, His Imperial Zodness disappears in a blinding flash of light.

COMPETITION



Phew!!! After all that stuff about the many-splendoured ZODIAC MINDWARP we realise that there's nothing y'all would LURVE more than an autographed copy of "PRIME MOVER", the recent fab 12" single by the said ZODIAC MINDWARP and his wonderous backing act THE LOVE REACTION!!! But no, No, NO — only TEN of you can hope to possess this unique piece of HIPPIE ROCK GRUNGE complete with ZOD's very own SIGNATURE on the sleeve — THE FIRST TEN *CU* READERS who are found to have the correct answer to the following ABSURDLY SIMPLE QUESTIONS ABOUT LOVE: (a) Who sang that all you needed was it? (b) Whose was modern? (c) Who was a victim of it? Answers, on a dead biker, to Mindwarp Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

TOTAL BACK-UP POWER CBM 64/128

PERIPHERALS..THE FINAL FRONTIER..OUR MISSION..TO BOLDLY GO WHERE NO OTHER UTILITIES HAVE GONE BEFORE

CAPTAIN'S LOG...THE TOTAL SOLUTION TO ALL YOUR BACK-UP NEEDS... THE ULTIMATE BACK-UP CARTRIDGE HERE NOW !!

REPORT ON FINDINGS

Action Replay Mk III is more powerful, more friendly and will back up more programs than any competing utility by taking a 'Snapshot' of the program in memory so it doesn't matter how it was loaded... from disk or tape, at normal or turbo speeds... the results are the same – **Perfect!! Amazing!!!**

STARBASE UPDATE

- Simple to use: just press the button and make a complete backup: Tape to Tape, Tape to Disk, Disk to Disk, Disk to Tape. – THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
- All backups will reload at turbo speed independently of the cartridge.
- Dual speed tape turbo system. Programs can load up to 3 times faster than commercial turbos – that's over 10 times normal Commodore speed.
- Freeze the action then view the program with the monitor feature. Add pokes for infinite lives etc. Then restart the game or backup – ideal for customised versions of your games.
- Picture Save. Save any multi-colour. Hires screen to disk or tape. Compatible with Blazing Paddles, Koala, Slideshow etc.
- Fully compatible with 1541, 1541C, 1570, 1571, and ehancer or any CBM compatible data recorder.
- For C64, 64C, 128, 128D (in 64 mode).
- Unique Sprite Monitor. Freeze the Action and view all the Sprites, watch the animations scroll across the screen. Save Sprites to disk or tape. Customise your games by loading sprites from one game to another – then restart the program or make a backup.
- Compatible with fast DOS and Turbo ROM systems.
- Backup process in turbo speed – faster than any rivals.
- Special compacting techniques. Each program is saved as a single file.
- Transfers multistage tape programs to disk – more than any other cartridge – even the extra stages are turbo load – a unique feature.
- Sprite Killer! make yourself indestructible by disabling Sprite collisions in games.
- Fast disk format (20 secs).
- Built-in unstoppable reset button.



PLUS Built In FASTLOADER

Action Replay III even has a built in disk fast loader which speeds up loading 5 times. Uses no memory – invisible to the system. You could pay £20 alone for this feature.

WARP 25

BREAKS THROUGH THE 10 SECOND BARRIER!

Action Replay III now comes with an amazing new Disk Bootloader that will reload your backups at TWENTY FIVE TIMES normal speed. The fastest disk turbo yet devised!! There are NO CATCHES. WARP*25 works with ALL your games. Works with any disk drive. No preload required – No hardware modifications necessary – No user knowledge required – programs load INDEPENDENTLY. LOADING TIME – 9.8 SECONDS (for a typical game saved by WARP*25 in conjunction with ACTION REPLAY III). This time is for the COMPLETE load process from start to finish. Reload is entirely INDEPENDENT of the cartridge or any other hardware. Compare these (accurate!) figures for some rival backup systems:

SYSTEM	LOAD TIME	PROGRAMS PER DISK	CARTRIDGE REQUIRED?
ACTION REPLAY MK III SAVED WITH NORMAL TURBO	25 SECS	THREE	NO
ACTION REPLAY MK III SAVED WITH WARP * 25	9.8 SECS	THREE	NO
FREEZE FRAME (MK IV)	40 SECS	TWO OR THREE	NO
FREEZE FRAME (LAZER)	25 SECS	TWO	YES
EXPERT SYSTEM	30 SECS	THREE	NO

All purchasers of Action Replay III will receive WARP*25 FREE with their cartridge. Existing Action Replay III owners can obtain WARP*25 Disk turbo by sending £2.50. post free. (No need to send your cartridge). OR obtain it FREE on the Enhancement Disk (£7.95).

THE ACTION REPLAY ENHANCEMENT DISK

The best collection of tape to disk transfer routines for nonstandard multiload programs (eg Dragons Lair I and II, Championship Wrestling, Summer Games, Ace of Aces, Gauntlet, Supercycle, Marble Madness, World Games). 31 titles in all. Uses our unique parameter system. No user knowledge required. Turboload throughout. NOTE: Standard cartridge transfers normal multiloaders eg Winter Games etc. etc. Disk includes file copy and disk backup utilities.
PRICE £7.95 with FREE! Multicolour Slideshow for display of loading screens, hires pictures etc. saved by Action Replay. Great entertainment!

PERFORMANCE GUARANTEE

100% Success? Rival Claims? Who's Kidding Who?
Action Replay Mk III will backup any program which any other cartridge can backup – and more! It also has an unmatchable range of features. Consider 'Freeze-Frame' for example, which uses more disk space, saves at slower speed, has slower tape loader, has no built in disk fastloader, no picture, Sprite or restart features and costs £10 more than Action Replay. So who's kidding who? Buy Action Replay Mk III. If you find that it does not live up to our claims return it within 7 days of receipt and your money will be refunded.

USUALLY SAMEDAY DESPATCH ON ALL ORDERS.

datel electronics

Send cheques/postal orders to:
DATEL ELECTRONICS, UNIT 8/9 DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, STOKE-ON-TRENT. TEL: 0782 273815 TELEX: 367257 TELSER G.

SEE OUR DOUBLE PAGE ADVERTISEMENT ELSEWHERE IN THIS MAGAZINE FOR OUR FULL RANGE OF COMMODORE ADD ONS. SEE US ON PRESTEL PAGE No 258880000A 12 PAGE CATALOGUE + ORDER PAGE.

VISA

CALL 24HR CREDIT CARD LINE
0782 273815

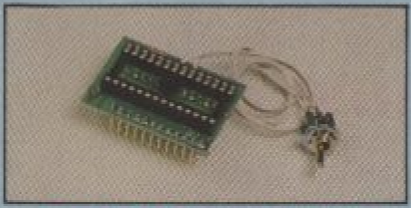
DATEL ELECTRONICS

256K SUPEROM EXPANDER

- Now you can select from any of 8 32K EPROMs instantly.
- 8 sockets to accept upto a 32K EPROM in each.
- On board operating system — no programs to load.
- Program your own EPROMs using our EPROM programmer.
- No need to have loads of cartridges — just make a selection from the Superom menu.
- Directory of utilities on power up.
- Fully menu driven on power up.
- Select any slot under software controls.
- Unique EPROM generator feature will take your own programs — basic or m/c and turn them into autostart EPROMs. (EPROM burner required).
- Accepts 2764/27128/27256 EPROMs.
- On board unstoppable reset.

ONLY £29.99

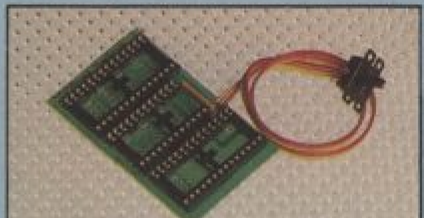




4 WAY KERNAL BOARD

- This board fits in place of the kernal in your 64 and accepts a 16K or 32K replacement kernal giving 2 or 4 different operating systems.
- Just flick the switch supplied to select between systems.
- This is a carrier only — ready to accept your own chip.
- Now you can have all your different systems available at one time.
- Full instructions.
- Fitted in minutes.

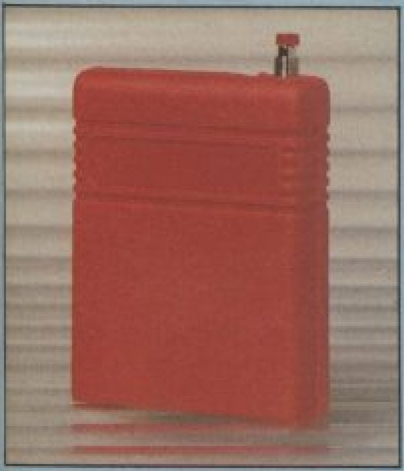
ONLY £8.99



5 WAY KERNAL EXPANDER

- A multi carrier board accepts up to 3 chips.
- Fits in place of original kernal of 64.
- Three sockets — one for the original kernal plus two others each accepting a 16K chip — that's 5 operating systems available at the flick of a switch!
- Fitted in minutes.
- Full instructions.

ONLY £12.99



RESET CARTRIDGE

- Unstoppable reset button.
- Resets even so called "unstoppable" programs.
- Add pokes from magazines etc.
- Fits in cartridge port.
- Simply plug in.

ONLY £5.99



QUICKSHOT TURBO™

- Top quality fast action.
- Top & trigger fire buttons.
- Rapid fire/auto action.
- Suction feet for one handed action.
- Extra hardwearing.

ONLY £12.99 for 64/128
ONLY £13.99 for C16



DEEP SCAN BURST NIBBLER™

- The most powerful disk nibbler available anywhere, at any price!
- Burst Nibbler is actually a two part system — a software package **and** a parallel cable to connect the 1541/1570/1571 to 64/128 (state type).
- What gives Burst Nibbler its power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus — when non standard data is encountered they are beat. Burst Nibbler transfers data as raw GCR code via the parallel cable without the need to decode it so you get a perfect copy of the original.

● Will nibble upto 41 tracks. ● Copy a whole disk in under 2 minutes. ● Full instructions.
● Regular updates — we always ship the latest. ● Fitted in minutes — no soldering usually required.
● Full or ½ tracks. ● No need to buy parallel cable if you have Disk Demon/Dolphin etc.
● Cable has throughbus extension for other add ons.

- Whether to choose FastHack'em or Burst Nibbler? Fast Hack'Em is unbeatable value as an "all-rounder" — with nibblers, 1 or 2 drive copy, format, file copy, 1571 copy etc. etc., so if you have a more general requirement perhaps FastHack'Em is for you. Burst Nibbler is a pure nibbler second to none, for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it.

ONLY £24.99 COMPLETE
SOFTWARE ONLY £12.99 CABLE ONLY £14.99

QUICKSHOT II

- World's top selling joystick.
- Top & trigger fire buttons.
- Rapid fire control.
- Suction feet.

ONLY £7.99 for C64/128
ONLY £8.99 for C16



16K EPROM BOARD

- Accepts 2 x 8K EPROMs.
- Switchable to configure as 2 x 8K or 16K or off.
- On board unstoppable reset.
- Full instructions.

ONLY £8.99

DISK NOTCHER

- Quickly and easily double your disk capacity.
- Use both sides of your disks.
- Simple to use.
- Takes seconds.

ONLY £4.99

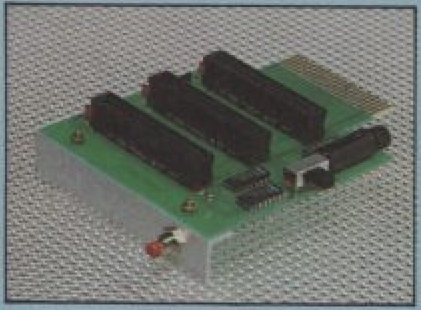


EPROMMER 64™

- A top quality, easy-to-use EPROM programmer for the 64/128.
- Fully menu driven software/hardware package makes programming/reading/verifying/copying EPROMs simplicity itself.
- Will program 2716, 2732, 2764, 27128 and 27256 chips. 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/Superom Board etc.
- Full feature system — all functions covered including device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly and best value for money programmer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions — plus the cartridge handbook.

ONLY £39.99 COMPLETE

DATEL ELECTRONICS



3 SLOT MOTHERBOARD

Save wear and tear on your Expansion Port

- ❑ Accepts 3 cartridges.
- ❑ Onboard safety fuse.
- ❑ Switch in/out any slot.
- ❑ High grade PCB.
- ❑ Fully buffered.
- ❑ Reset button.

ONLY £16.99

DATA RECORDER

- ❑ Quality Commodore compatible data recorder.
- ❑ Pause control.
- ❑ Suitable for 64/128.
- ❑ Counter.
- ❑ Send now for quick delivery.

ONLY £24.99



SMART CART ™

Now you can have an 8K or 32K cartridge that you program like RAM then acts like ROM!

- ❑ 8K or 32K pseudo ROM.
- ❑ Battery backed to last up to 5 years (lithium battery).
- ❑ Simply load the program you require — then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- ❑ Make your own cartridges including autostart types — without an EPROM burner.
- ❑ Can be switched on or off board via software.
- ❑ I/O 2 slot open for special programming techniques.
- ❑ 32K version has 4 x 8K pages.
- ❑ Some knowledge of M/C is helpful — but full instruction are provided.

8K VERSION £14.99
32K VERSION £29.99

SMARTCART UTILITIES

A series of utility programs for use with Smartcart. Simply load in the program and you have a powerful cartridge. When you have a different requirement — load in another program and you have a new cartridge. The process takes seconds, and can be repeated any number of times.

We intend to release a range of programs. The first available are:

DISKMATE II

- ❑ all the features of Diskmate II (see ad).

Loaded in seconds — with full instructions. **ONLY £9.99**



PRINTER IV

Now you can turn your MPS 801 into 4 printers in one!!

- ❑ Alternative character set ROM — fitted in seconds.
- ❑ All four sets have true descenders.
- ❑ 100% compatible with all software.
- ❑ Descender. ❑ Eclipse.
- ❑ Scribe. ❑ Future.
- ❑ Choose any set at the flick of a switch.

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive" — Your Commodore, Jan 87.

ONLY £19.99

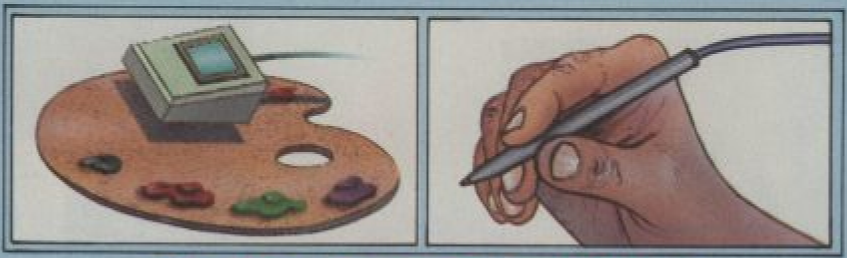


TURBO ROM II

Turbo Rom II is a replacement for the actual kernal inside your 64. It provides superfast load/save routines.

- ❑ Loads most programs at 5-6 times normal speed.
- ❑ Saves at 5-6 times normal.
- ❑ Improved DOS support including 10 sec format.
- ❑ Programmed function keys:- load, directory, old, etc.
- ❑ Return to normal kernal at flick of a switch.
- ❑ FCOPY — 250 block file copier.
- ❑ FLOAD — special I/O loader.
- ❑ Plus lots more.
- ❑ Fitted in minutes — no soldering usually required. (On some 64's the old ROM may have to be desoldered).

ONLY £14.99



BLAZING PADDLES

A complete lightpen/graphics illustrator package.

- ❑ A fully icon/menu driven graphics package of a calibre which should cost much more.
- ❑ Complete with a fibre optical lightpen system for pin point accuracy.
- ❑ Multi feature software including:
  - ● Range of brushes ● Airbrush ● Rectangle ● Circle ● Rubberbanding ● Lines ● Freehand
  - ● Zoom mode ● Printer dump ● Load/save ● Advanced colour mixing — over 200 hues!!
  - ● Cut and paste allows shapes/windows/pictures to be saved to/from tape/disk.
- ❑ Blazing Paddles will also work with many other input devices including; Joysticks, Mice, Graphics Tablets, Trackball etc.
- ❑ Pictures can be saved from Action Replay and edited with Blazing Paddles.

Complete Blazing Paddles & Lightpen **ONLY £24.99**

Blazing Paddles available separately for **£12.99**

TOOLKIT IV

The ultimate disk toolkit for the 1540/1541

- ❑ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ❑ DISK DOCTOR V2 — Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.
- ❑ HEADER/GAP EDITOR — Decodes and displays ALL header information including off bytes and header gap. Rewrite the entire header and header gap. Renumber sectors. Also edit any sector tail gap.
- ❑ DISK LOOK — Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.
- ❑ FILE COMPACTOR — Can compact machine programs by up to 50%. Saves disk space. Compacted programs run as normal.
- ❑ FAST DISK COPY — Copy an entire disk in 2 minutes or less using single 1541.
- ❑ FAST FILE COPY — Selective file copy. Works at up to 6 times normal speed.
- ❑ FORMATTER — 10 second format an entire disk or format any individual track or half track 0 to 41. Redefine any of 30 parameters to create or recreate unique disk formats.
- ❑ ERROR EDIT — Quickly find and recreate all read errors including extra and renumbered tracks or sectors and half tracks from 0 to 41. Even recreates data under errors and allows you to redefine any necessary parameters.

ONLY £9.99

RAM DISK

- ❑ Turn your Smart Cart into a 32K RAM/disk.
- ❑ 32K of instant storage area for files/programs.
- ❑ Load/save instantly.
- ❑ Disk type commands: load, save, directory, scratch.
- ❑ Program data retained when computer is switched off!
- ❑ Full command set with instructions.

ONLY £9.99

ROBOTEK 64

Model & Robot Control made easy

- ❑ Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world.
- ❑ 4 output channels — each with onboard relay
- ❑ 4 input channels — each fully buffered TTL level sensing.
- ❑ Analogue input with full 8 bit conversion.
- ❑ Voice input for voice control.
- ❑ Software features:- test mode/analogue measurement/voice activate/digital readout etc.
- ❑ Excellent value! **ONLY £39.99**

including hardware/software/mic etc. (State tape or disk)



DIGITAL SOUND SAMPLER

- ❑ The new sampler allows you to record any sound digitally into memory and then replay it with astounding effects.
- ❑ Playback forwards/backwards with echo/reverb/ring modulation etc.
- ❑ Now with full sound editing module to produce outstanding effects.
- ❑ Full 8 bit D to A and ADC conversion.
- ❑ MIDI compatible with suitable interface. (I.e. Datel unit for £29.99, see ad).
- ❑ Live effects menu includes real time display of waveforms.
- ❑ Line in/mic in/line out/feedback controls.
- ❑ Powerful sequencer with editing features.
- ❑ Load/save sample.
- ❑ Up to 8 samples in memory at one time.
- ❑ Tape or disk (please state).
- ❑ Complete software/hardware package **£49.99**
- ❑ Com-Drum software is available separately at **£9.99** to turn your Sampler II into a Com-Drum system as well as a sampling system.



COM-DRUM

Digital Drum System

- ❑ Now you can turn your computer into a digital drum system. ❑ Hardware/software package.
- ❑ 8 digital drum sounds in memory at one time.
- ❑ Complete with 3 drum kits.
- ❑ Real drum sounds — not synthesised.
- ❑ Create superb drum rhythms with real and step time. ❑ Full editing. ❑ Menu driven.
- ❑ Output to hi-fi or through tv speaker.
- ❑ Load/save facilities.

ONLY £29.99 (state tape or disk)

COM-DRUM EDITOR

- ❑ 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- ❑ Re-arrange sounds supplied with a Com-Drum to make new kits.
- ❑ With sound sampler hardware you can record your own kits. ❑ Load/save facilities.

ONLY £4.99 disk only

A TOUCH OF *Class*

Slimline 64

Your '64 could look like this for just...

£19.95



A stylish modern replacement case for the CBM 64 of which *Your Commodore* magazine said . . .

". . . Fitting the case is simplicity itself and should present no problem to anyone with even a rudimentary knowledge of how to hold and use a screwdriver . . ."

". . . The Slimline 64 case is a vast improvement on the old style. It not only looks nicer but does make it a lot more comfortable in use. My only question is, why didn't someone think of it before? . . ."

Excelerator+

An exciting new disk drive for the Commodore 64/128, PLUS/4 & C16 computers

". . . I wish the Excelerator had come out two years ago . . ."
Commodore Computing International

". . . The Excelerator+, though, seems to cope faultlessly with commercial software . . ."
Popular Computing weekly

Features . . .

- **E**xtremely compatible
- **X**cellent value
- **C**ompact size
- **E**xtra reliable
- **L**ow noise
- **E**xternal 8/9 switch
- **R**ave reviews
- **A**ttractive appearance
- **T**urbos, no problem
- **O**ne year guarantee
- **R**uns cool
- +Direct drive motor



". . . I'd rather buy an Excelerator Plus than a 1541C or a 1570 or a 1571 . . ."
ZZAP 64

". . . the drive does have dramatic improvements over the 1541 in quality and reliability . . ."
COMPUTE!'s Gazette

". . . The Excelerator behaved admirably throughout. It does exactly what the 1541 does . . ."
Commodore User

"The Excelerator+ is an excellent product. The fact that it takes up a lot less space than a Commodore drive and that it is almost completely compatible with the 1541 would win me over to it even without the speed increase . . ." **Your Commodore**

". . . my only complaint was that the label on the front of the drive was put on crooked! . . ."
RUN 64

Special Introductory Price	ONLY £159.95	ONLY £179.95	Combination offer Bundled with Freeze Machine

We guarantee that this drive is *MORE* compatible than the 1541C

Don't just take *our* word for it, look at what the Press say . . .

Evesham Micros

Available from good computer stores or direct from Evesham Micros

Prices include VAT. Delivery FREE.
Send cheque/P.O. or ACCESS/VISA details
Or phone with your ACCESS/VISA no.
Same day despatch whenever possible
Govt., educational & PLC orders accepted
Callers welcome, open 6 days 9.30-5.30
Next day delivery £5.00 extra

Evesham Micros
63 Bridge Street
Evesham
Worcs. WR11 4SF
Tel: (0386) 765500
TELEX 333294 EMICRO

Access
VISA

PLAY TO WIN

GENERAL POINTS

The first point to make is about weapon selection. For the majority of the game it is relatively unimportant which weapon you use; sword or nunchukas will deal with all but the last levels quite easily. The best way to tackle most opponents is probably to lunge at their mid-section as they approach, and then rapidly jab at their heads; this keeps them at a distance, and weakens them considerably before they have a chance to strike you. The staff is particularly good at this distance fighting.

To make fighting somewhat easier, fight very close to the edge of the screen, then should you run into difficulties — such as a fast opponent managing to rush up and start hitting you — you can run out of the room. Using this tactic you can erode an opponent's energy by running in, hitting him at distance, then running out again.

Where necessary I have included instructions for jumping water and swamp, at various points in the game. However, you should try to avoid having to jump these, or at least keep the crossings to a minimum, as there is always the risk of a slight mis-alignment or joystick error resulting in death. Save the suriken for especially tough opponents, such as some found in the dungeons and lower levels, as you only have a few.

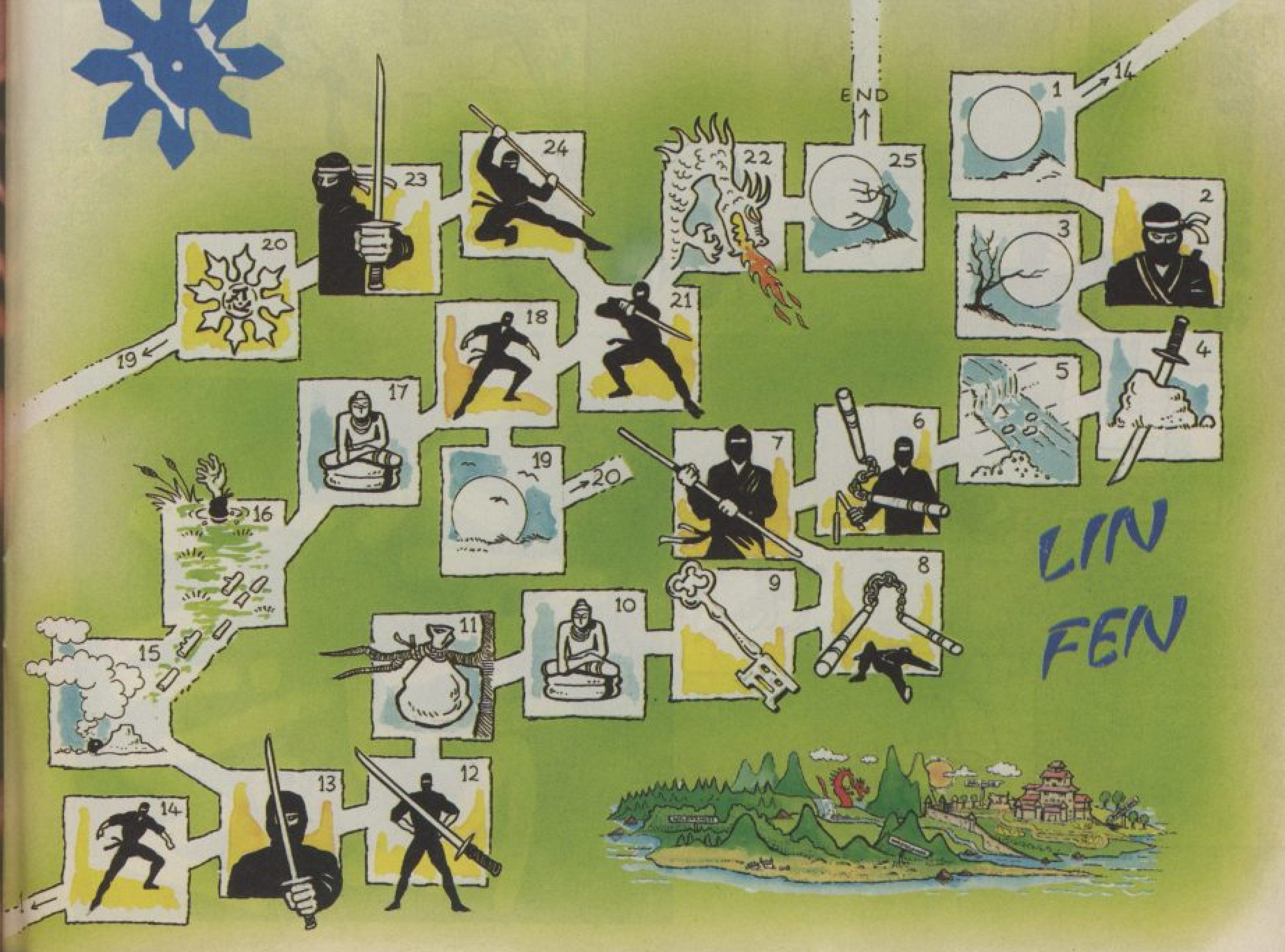
WILDERNESS

Pick up the sword first, having passed the man immediately below the start, then double back, and head for the bog, then the key, then the nunchukas. Now get the smoke bomb, cross the swamp, get the apple and shuriken, and then head for the dragon. To pass this beast, use the smoke bombs; stand just where the rocks which form the cave start, facing the dragon and wait for the dragon to emerge fully (ie stop moving). Now throw a bomb — if you have got the range right the dragon will slump to the ground and you may run past. It may take a few throws to get this right, but they give you quite a few bombs to try with. (NB Do not re-enter this room once you have passed the dragon — he incinerates you almost instantly.)

WATER — cross with two long jumps, standing on the upper side

THE LAST NINJA

1 WILDERNESS



PLAY TO WIN

2 WASTELANDS



THE LAST NINJA

of the path for an E to W crossing, and the lower side of the path for W to E.

SWAMP — cross it with five long jumps, starting from the bit of wood on the first screen going W to E (you don't need to go E to W.)

WASTELANDS

Collect the claw from the lion's paw, and head for the sheer wall: you can only climb it by having no weapon ready and the claw held. Make your way along the narrow cliff path, remembering to pick up the apple on the way, and now descend the other sheer wall. This is done by again having no weapon ready and holding the claw, but this time you must walk backwards towards the cliff, being careful to choose your descent so that you avoid the missing brick — failure to do so is fatal.

Now cross the water, get the glove and then get the Ninja Magic (from when you get the Magic try to be fairly quick, as it doesn't last indefinitely). Now go back across the water, cross the swamp, get the staff and run past the fire-lions. If the magic wears off (you stop glowing) before you get to the lions, do not try to pass them! This may be the end of the game, however, as I know of no reliable route back across the swamp E to W.

WATER — W to E: Two medium jumps followed by a long jump, starting from the bottom edge of the path.

E to W: From the middle of the path (ie where you landed going W to E) make one long jump and two medium.

SWAMP: W to E: From the middle of the path make a long, medium, long (to change screens) then short, long.

PALACE GARDENS

Head for the amulet first, crossing the water to get there. Now return, heading for the apple, which is hidden among some rushes on the room indicated. Now get the rose, remembering to hold the glove before you do so. Now head for the Buddha, somersaulting (long jump)




PLAY TO WIN
5 PALACE-LOW LEVEL
1
2
3
4
5
→8
6
7
9
5↓
8
10
11
12
13
14
15
FIN

THE LAST NINJA

6 INNER SANCTUM

over the small stream just before you get there, and give him the amulet. Before doing this, however, set your weapon used to nothing, as you would for the Buddha or fountain normally.

WATER — W to E: Two longs (screen changes), followed by short, medium, long, starting from the bottom of the path right at the edge of the water.

E to W: Short, long, short, any (to change screen), medium, long. Start just above the blob of water on the path and remember that this is not a failsafe crossing.

DUNGEONS

A map is of little use here, but remember to collect the rope and apple on the way and use the rope to escape up the ladder. To kill skeletons use one blow from any weapon — but make sure you do, as they are lethal once they start to hit you.

LOWER PALACE

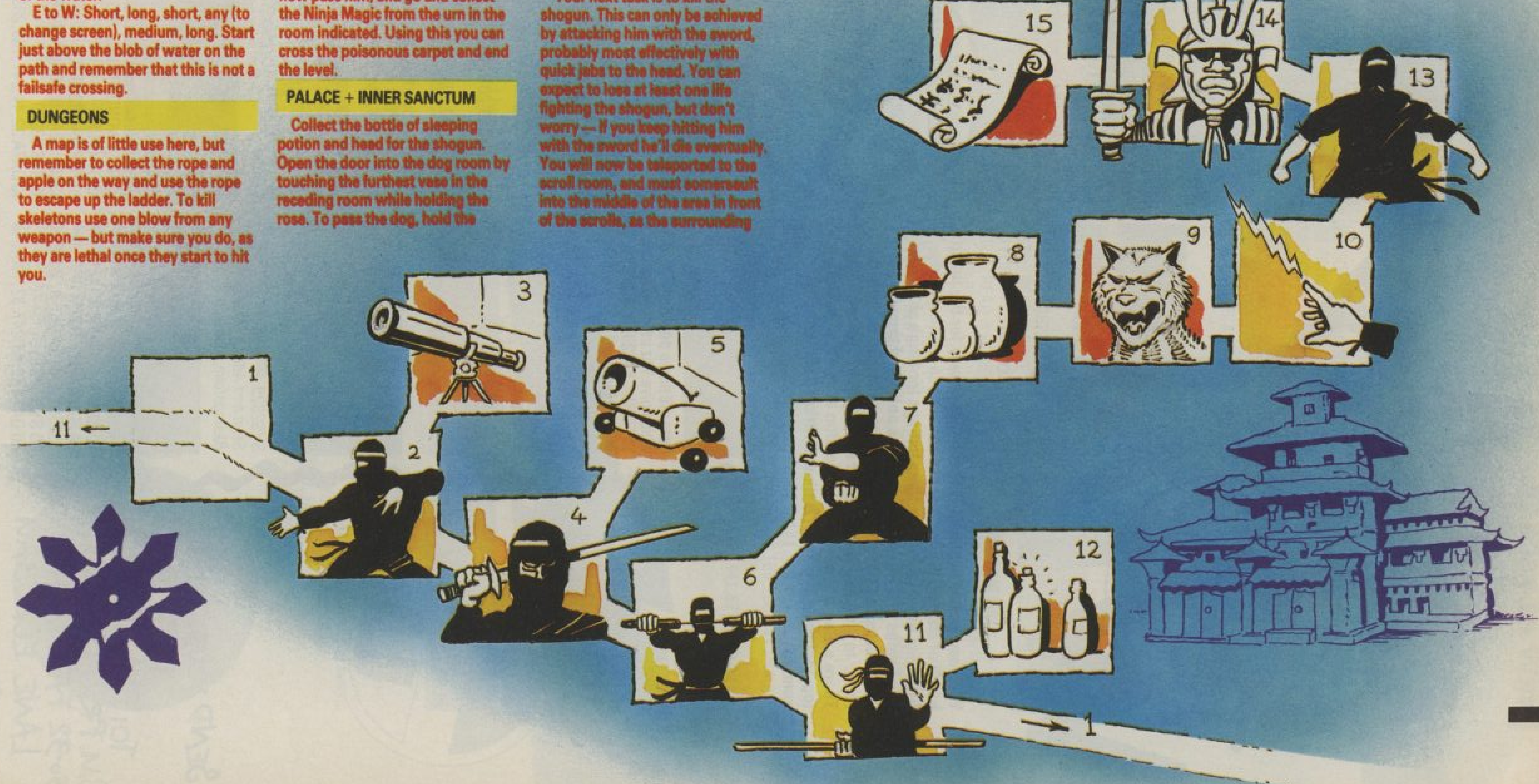
Collect the apple, and use the key to pass through the door of the apple room to enter the palace proper. To pass the statue, you must be using nothing and have no weapon readied (ie, be holding nothing at all). Then pass as close as possible to the statue very slowly, until he throws his sword. You may now pass him, and go and collect the Ninja Magic from the urn in the room indicated. Using this you can cross the poisonous carpet and end the level.

PALACE + INNER SANCTUM

Collect the bottle of sleeping potion and head for the shogun. Open the door into the dog room by touching the furthest vase in the receding room while holding the rose. To pass the dog, hold the sleeping potion but no weapon, and fire gas at him as if you were using the gas bombs. If you miss him, run quickly out of the room and try again. Once past the dog, you must pass the giant archer; this is achieved by touching the brown spots on the floor in the archer room, just after you enter. This gives you Ninja Magic, and enables you to pass the archer unscathed.

Your next task is to kill the shogun. This can only be achieved by attacking him with the sword, probably most effectively with quick jabs to the head. You can expect to lose at least one life fighting the shogun, but don't worry — if you keep hitting him with the sword he'll die eventually. You will now be teleported to the scroll room, and must somersault into the middle of the area in front of the scrolls, as the surrounding strip is fatal to the touch. Now walk forward slightly and pick up the scrolls.

Don Gilbert



PLAY TO WIN

Well met young hackers! Fingers at the ready for the latest batch of sizzling pokes. This month our ace cracker Andy Grifo has lined up infinite lives listings for tough shoot 'em ups Eagles and Hades Nebula, plus unlimited time for Metro Cross and best of all a hack to speed up Enduro Racer to give you some idea of how it should have been. There's also a pretty useful selection of readers' pokes, too, including Wizball, I Ball and Thrust C16. Keep 'em coming . . .

C64

```
169,76 50 DATA
141,209,3,169,248,141,210,3
60 DATA 169,207,141,211,3,76,
174,2 70 DATA
169,96,141,7,163,141,62,163
80 DATA 169,173,141,229,162,
76,24,8
```

Andy Grifo
Walkden, Worsley
nr Manchester

```
50 DATA 169,207,141,206,3,32,
108,245
60 DATA 169,208,141,205,3,
169,3,141
70 DATA 206,3,169,0,141,233,
2,169
80 DATA
141,234,2,76,208,141,144,8,
76,243
90 DATA 173,141,116,10,76,0,
208
```

A. Grifo

KRAKOUT

Reset the computer:

```
POKE 35223,234
POKE 35224,234
POKE 35225,234
POKE 35262,234
POKE 35263,234
POKE 35264,234
SYS 32837
```

ENDURO RACER

This hack will give you the option of having a speedier game (how it should have been) or infinite time or both.

```
10 REM
20 SYS 65371
30 FOR A=53203 TO
53255:READ B:POKE A,B:NEXT
40 PRINT CHR$(5) ''ENDURO''
HACK-PACK''
50 PRINT "1 EXTRA SPEED 2)
INFINITE TIME''
60 PRINT ''3) ALL ABOVE''
70 INPUT ''PLEASE CHOOSE
HERE —'';C
80 IF C=1 THEN GOSUB 160
90 IF C=2 THEN GOSUB 170
100 IF C=3 THEN GOSUB
160:GOSUB 170
110 PRINT ''HACKS OK (Y/N)''
120 GET K$:IF K$=''Y'' THEN
150
130 IF K$=''N'' THEN RUN
140 GOTO 120
150 SYS 53214
160 POKE 53244,0:RETURN
170 POKE 53249,165;RETURN
180 DATA 169,49,141,159,2,
169,234,141
190 DATA 160,2,96,169,211,
141,40,3
200 DATA 169,207,141,41,3,32,
4,247
210 DATA 32,108,245,169,251,
141,233,2
220 DATA 169,207,141,234,2,
76,81,3
230 DATA 169,16,141,118,48,
169,198,141
240 DATA 183,40,76,251,207
```

A. Grifo,

WIZBALL

Here are some pokes which give Wiz infinite lives.

```
10 FORI= 53229TO53258:
READA:POKEI,
A:C=C+A:NEXT
20 IFC=3031THEN30
25 PRINT''ERROR.'':END
30 SYS53229
40 DATA32,44,247,32,108,245,
169,208,141,62 50
DATA4,76,99,3,169,96,141,39,
107,238,32,208,76,80,0
```

The above listing will give infinite lives.

FROST BYTE

Load and reset, then enter:—
POKE4388,165 — for infinite lives
SYS2825 — to start

Sean and Adrian Meads
Basingstoke, Hants

EAGLES

For infinite lives.

```
10 REM
20 FOR A=53216 TO
53255:READ B:POKE A, B:NEXT
30 SYS 53216
40 DATA 32,44,247,32,108,245
```

HADES NEBULA

This hack will give the player infinite lives.

```
10 REM ANDY GRIFO
20 FOR=A=53196 TO
53255:READ B:POKE A,B:NEXT
30 SYS 53196
40 DATA 32,44,247,169,220,
141,205,3
50 DATA 169,207,141,206,3,32,
108,245
60 DATA 169,208,141,205,3,
169,3,141
70 DATA 206,3,169,243,141,
233,2,169,207
80 DATA 141,234,2,76,208,3,
169,0,141
90 DATA 143,8,169,208,141,
144,8,76,243
100 DATA 207,169,173,141,
224,25,76,16,8
```

A Grifo

WONDER BOY

This listing will give the player infinite lives.

```
10 REM WONDER FIDDLING BY
ANDY GRIFO
20 FOR A=53209 TO
53255:READ B:POKE A,B:NEXT
30 SYS 53209
40 DATA 32,44,247,169,233,
```

METRO CROSS

Try this for infinite time.

```
10 REM BIT FIDDLING BY ANDY
GRIFO
20 FOR A=53229 TO
53255:READ B:POKE A, B:NEXT
30 SYS 53229
40 DATA 32,44,247,32,108,245,
169,0, 141,142
50 DATA 8,169,208,141,143,8,
76,16,8,169,96
60 DATA 141,185,52,76,234,3
```

Andry Grifo

SEND YOUR POKES TIPS+ MAPS TO: PLAY TO WIN C.U. PRIORY COURT 30-32 FARRINGDON LANE EC1R 3AU

C64

BALL CRAZY

Just reset your 64 and
Type SYS 32784 for infinite lives.
J Temple,
Cliftonville,
Kent

OINK

Here is a hack type it in then type RUN (RETURN). And press PLAY on the tape deck, you will now have infinite lives on all 3 games.

```
10 REM OINK FIDDLING BY
ANDY GRIFO
20 FOR A=53221 TO
53264:READ B: POKE A,B:NEXT
30 SYS 53221
40 DATA 32,44,247,32,108,245,
169,248
50 DATA 141,245,3,169,207,
141,246,3,76
60 DATA 82,3,169,208,141,56,
5,76,0,4
70 DATA 169,165,141,242,155,
141,246,124
80 DATA 141,159,186,141,203,
68,76,0,64
```

I BALL

This is quite a hard game so I have sent in this poke for people with reset switches. It gives infinite lives.

First reset and type:
POKE 20669, 238
then, SYS 16939
P.S. Happy balling! (I mean this in the cleanest sense)
Roy Fielding (Toy)
Swinton
Manchester

MARIO BROTHERS

Enter, then run and press play on the datacassette recorder, to load with infinite lives:—

```
10 FORI=53229TO53256:
READA:POKEI,A:C=C+A:NEXT:
20 IFC=3204THENSYS53229
30 PRINT "ERROR IN DATA,
RECHECK.":END
40 DATA 198,157,169,0,162,1,
168,32,186,255,32,189,255,32,
213,255,169,208,141
50 DATA 146,4,96,14,0,42,76,
3,1
```

SHADOW SKIMMER

For infinite lives type

```
10 REM SHADOW BY ANDY
GRIFO
20 FOR A=35721 TO
35766:READ B:POKE A,B:NEXT
30 FOR A=53248 TO
53255:READ B:POKE A,B:NEXT
40 SYS 3572
50 FOR Z=679 TO 767:POKE
Z,(PEEK(Z+8192)):NEXT
60 FOR Z=828 TO 1192:POKE
Z,(PEEK(Z+8192)):NEXT
70 SYS 1024
80 DATA 32,44,247,169,34,141,
62,3,169
90 DATA 48,141,64,3,32,108,
245,169,32
100 DATA 141,222,35,169,169,
141,223,35
110 DATA 169,139,141,224,35,
96,169,0,141
120 DATA 143,8,169,208,141,
144,8,238,32
130 DATA 208,96,169,174,141,
252,74,76,14,8
```

A. Grifo

MAG MAX

This hack for old Max will give the chap infinite lives. N.B. when the game is loading the screen will go BLACK, don't switch off as this is normal.

```
10 REM MAG MAX BY ANDY
GRIFO
20 FOR A=53229 TO
53260:READ B:POKE A,B:NEXT
30 SYS 53229
40 DATA 32,44,247,32,108,245,
169,0,141,239
50 DATA 3,169,208,141,244,3,
76,167,2,169
60 DATA 60,141,87,3,169,141,
88,3,76,0,8
```

A Grifo

C16

THRUST

This is tricky. When the border first starts to flash, hold down run/stop. Then when the Program stops type
2 END
RUN3
The Program will then continue for a few seconds. When it stops enter monitor and type
0715 00
G700
When the program stops again type
1507 EA EA EA
1053 09
GOFFO
If all is correct you should have infinite lives and plenty of fuel. Try and beat my score of 1065440, level 36.
Neil Thomas
Kimberley,
Notts

TERRA NOVA +4

Enter monitor jsut before the game starts, when the border stops flashing
794D EA EA EA
G685C

PHEENIX

enter monitor and type
3532 60 G3ECA

SQIJ

Enter monitor and type
1929 60
X
RUN

FUTURE KNIGHT

Start a game and then press HELP key. Then enter monitor twice and type
2AE6 4C EE 2A
G2A3F

GUN LAW

Enter monitor, type M1210 and change 15 to 11 and AD to AA.

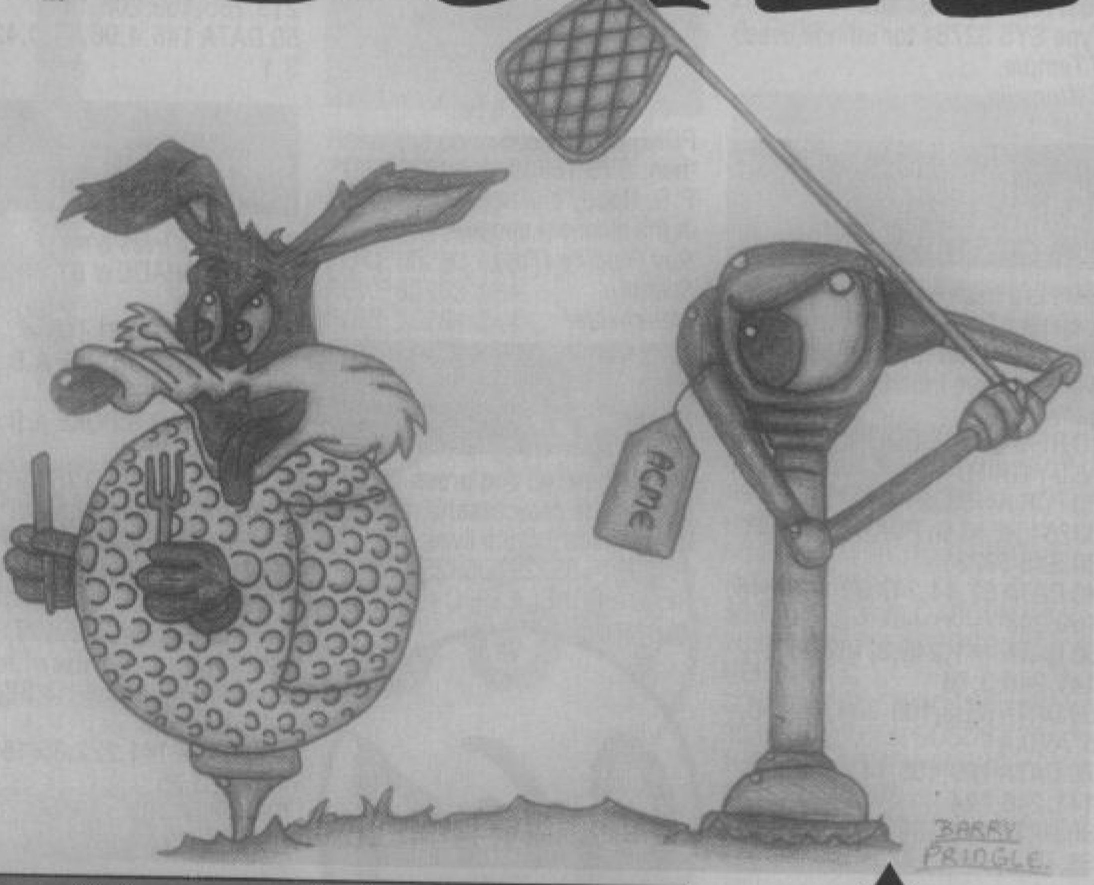
This gives you unlimited lives.
SYS 4120 restarts game.
D. Hallett,
Gosport,
Hants

Results

LAST NINJA

With a prize as good as a top of the range JVC VCR and a few videos thrown in its a wonder that the whole C.U. team didn't attempt to enter this comp. (*They did-Ed.*) Well anyway if they did they didn't win, but Martyn Flower from Kent did. He can have the video just as soon as the Ed gives it back — he's been watching his blue films on it at home. The others whose witty compositions weren't quite as sharp as Martyn's will receive a copy of System 3's No. 1 game. Here are those people who have the chance to become the Last Ninja (for free!)

Daniel Green, Radlett, Herts; David Pemberton, Low Moor, Bradford; James Neame, Clacton-on-sea; C. Rumney, BFPO 42; Andrew J. Morphet, Wyke, Bradford; Matt Wells, Gloucester; Mark Beardall, Arnold, Nottingham; Chris Poyser, Countesthorpe, Leicestershire; Leo Lanchberry, Clarencefield, Dumfries; Nick Brown, Lozells, Birmingham; Martin Warnett, Cardiff; Darryl Le-Tallec, Luton, Beds; David Fisher, Kingstanding, Birmingham; Glyn Jones, Stoke-on-Trent, Staffs; William Moesman, be Alumaar, Netherlands; Andrew Bowles, Kingston-on-Thames, Surrey; J. P. Jones, Truro, Cornwall; Charles Dunn, Sevenoaks, Kent; Alan Low, Mayland, Essex; Steven Bateman, Grencester, Glos; S. Griscoe, Chelmsey Wood, Birmingham; Paul Newport, Hanham, Bristol; Mark King, Erith, Kent; Bob Wistanely, Walton, Liverpool; Darren Martin, Sudbury; J Moore, Anstey, Leicester; M. Harradine, Forest Hill; M. Greenway, Tamwoth, Staffs; C. Besser, Romford, Essex; Andrew Wollacott, Cromer, Norfolk.



The One Man Golf Ball — This package comes with one golf ball — hitting robot and a giant hollow golf ball with a door. The robot htis the ball and Wile E Coyote can nab the Road Runner while whizzing past.

ROAD RUNNER

Barry Pringle from Middlesex is the lucky person who's going to be soing some serious "gettin' down" on his state of the art skateboard. With that he also gets all the gear and protective padding that all the streetwise dudes are wearing, also a Walkman and a couple of copies of Skate Rock featuring psycho rockers such as Suicidal Tendencies. And for when Barry's legs are tired from all those 'Ollies' he can always load up the copies of Metrocross and Roadrunner he'll also be receiving. We bet Wile.E. is just green! But judging from the quality of Barry's wacky entry, we think you'll agree with us that he deserves every penny of his £300 prize. Still for those not quite so fortunate as Barry there's always a good spot of armchair boarding, courtesy of U.S. Gold again, the below fifty people can spend hours playing Roadrunner.

RUNNERS UP

Aidan Loughridge, Ballymoney, Co. Antrim; Thomas Webster, Muswell Hill, London N10; Kevin Wyvill, Cheshire; Garreth Duffy, Co. Tyrone, N. Ireland; Lewis Raofi, Lenton Abbey, Nottingham; John T. Watson, Winsford, Cheshire; Ms. Rakesh Shah, Coventry; Andy Pullinger, Southampton; Paul Spittlehouse, Burton Pidsea; Stuart Lambourne, St. John's, Worcester; Andrew Potts, Kingswinford; Neale Howells, Cimla; Andrew Woollacott, Cromer; Dean Clayton, Enfield; Paul Macvean, Dodbeith Midlothian; Daniel Hill, Old Newton, Stowmarket; Allan Thomas, Hayling Island; Michael Forgeard, Dorchester; Simon Jones, Upholland; Martin Wills, Merseyside; Paul Kirk, Buxton, Norwich; Robert Darroch, Bridgeton, Glasgow; James French, St Albans; E. McKinney, Belfast; Paul Ashcroft, Caerphilly; J. Yarker, Manchester; Paul Farrion, Bradford-on-Avon, Wiltshire; James Marsh, Bath, Avon; Philip Daniels, Backford; Neil Sylvester, Ware; John Kaye, Loughborough; G. R. Saini, W-Ton; Marcus Blow, Huddersfield; Sam Allen, Wroughton; Alex Lanterna, Mickleover; A. Sewell, Norwich; Paul Bullock, Burnham-On-Somerset; Martin Weeks, Stockwood; Mark Watkins, Amersham; Phil Dewhurst, Birchanger; P. Hayman, DINAS POWYS; K. Chapman, Thamesmead; Paul & Nicky Dighton, Huntingdon; G. Jones, Preston; J. McAllister, Chorely; Alan Lowney, Clonakilty; Jon Neighbor, Stoke Bishop; James Read, Bakewell; Paul Stannard, South Woodford;



PROHIBITION

O.K., O.K., we give up — most of you didn't have any problem with this question. For those few who didn't know, Al Capone was finally arrested for tax evasion. And so it was a very full box of entries into which we plunged our hand. First name out was RICHARD WALKER of Dudley, who carries off the Thompson sub-machine gun so charmingly modelled above by Nick 'Killer' Kelly and a copy of the game. Condolences to runners up MICHAEL SIMPSON of Thornton Heath, Surrey; D. WILSON (Epsom); J. SHARP (Henley, Suffolk); J. BANKS (Barry, S. Glamorgan) and M. COYNE (Sheffield) — they'll have to content themselves with a copy of the game plus an Infogames sweatshirt.

PEDAL POWER

Is it a bird?. . . Is it a plane?. . . No! It's a pint of milk. Well almost in fact it's Matthew Cardy from Colchester whooshing around on his brand new hand-made Dawes Spectra Racing bike, which he won courtesy of Mastertronic and their great chart-topping cheapo *Milk race.*

MATTHEW CARDY.
48 SOUTH ST.,
COLCHESTER,
ESSEX.
CO2 7BJ.

Results

C16 PAPERBOY

It seems as if many of you would like to get your grubby little fingers on a brand new sleek-looking 64C, none more than Matthew Costello from CORNWALL. Still a number of you will get a copy of Paperboy on the C16 delivered through your door, and hopefully our man won't smash the window. The fortunate ones are: Nikki Hobbs, (Dorset), K. Burgess (Oldham) David Bowles (Staines), E. Bradbury (Devon) James Whitney (Bilsby), Kevin Downie (Dundee), Steven Etteridge (Dagenham), Jason Robb (Birmingham) Matthew Coleau (Surrey), Scott Ryan (Essex), Matthew Hartley (Wakefield), Matthew Drinkfield (Pinner), Simon Thornton (Darlington), J. Hindley (Warrington), Ian Cumbers (Dorset), S. Preston (Chorley), G. Melhurst (Kent), Cilsafe Fawr (Fishguard), P. Davies (Barry), R. Lake (Keighley), R. Purvis (St. Saviour), Martin Pell (Northallerton), M. Williams (Sheffield), D. Haberfield (Milton Keynes), M. Sing (London).

This is a touching letter from the overwhelmed winner of our F.A. cup compo. Coventry Fan, Kevin Young moved us so much we decided to dedicate this letter to all Spurs Fans:

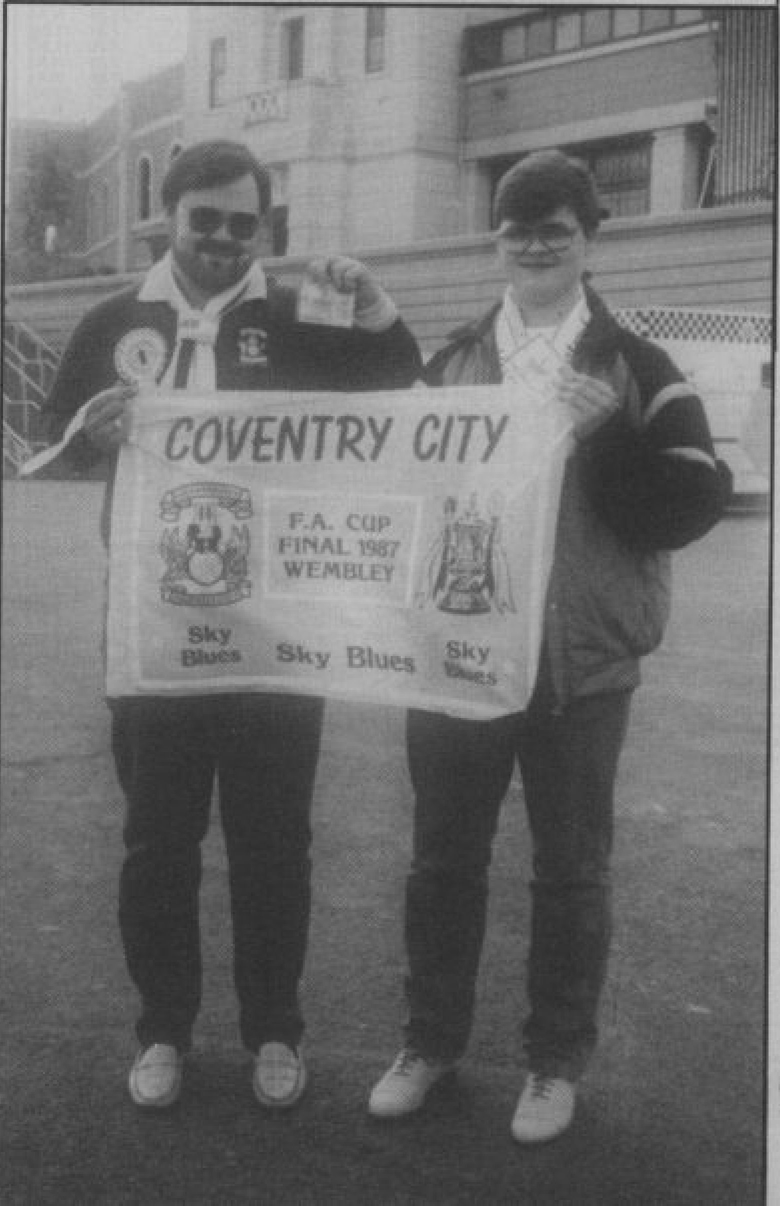
I would like to thank everyone concerned at Commodore User for the two cup final tickets.

My brother accompanied me and we both had a wonderful time. It was a such a thrill to be at Wembley that the result did not really matter. However, to see 'Killer' lift the cup and experience the nerve-wracking final minutes of the match will be something I shall remember for the rest of my life.

Thank you again for allowing me to be a participant of this momentus occasion.

Yours sincerely,

Kevin Young, Caley, Coventry.



AMAZING NEW 'TOTAL BACKUP' CARTRIDGE FOR COMMODORE 64 AND 128 (IN 64 MODE)

NEW ACTION REPLAY V.3 FROM DOSOFT UNSTOPPABLE 'TOTAL BACKUP' CARTRIDGE

OUR NEW INNOVATIVE HARDWARE AND SOFTWARE COMBINATION GIVES YOU MORE POWER, MORE FEATURES, MORE FUN!!

Action Replay V.3 is now more powerful, has more features and will back up more programs than any competing cartridge! It handles the latest protected games!

Just plug it into the expansion port then press the Magic Button! Our new hardware design makes this absolutely unstoppable. Now you are in complete control. Tape to tape. Tape to disk. Disk to disk. Disk to tape. No special knowledge is required. It tells you exactly what to do. It's so friendly– and it's a lot of fun too!

Become invulnerable! Action Replay V.3 now has a SPRITE KILLER. Play weird games! The unique SPRITE MONITOR lets you save sprites from one game and load them in another! The mind boggles!



Nothing else offers all these features at this price!

Mega-Freeze
Freeze and save ANY working program—the Magic Button is unstoppable—unlike other cartridges. Also it is now undetectable by software!

Independent
All programs reload without cartridge—and at turbo speed—tape or disk.

Extra Fast
Make all backups at Turbo Speed—much faster than rival cartridges. Dual speed Tape Turbo is up to 3 times faster than commercial Turbos 10 times faster than Commodore.

Super Compact
Intelligent compacting techniques minimise program size into single files. Save 3 or more per disk side.

MultistageSaves
Transfers MORE multistage loaders from tape to disk than any other. And all parts Turbo load—another feature unique to Action Replay.

So Easy to Use
Action Replay V.3 is a delight to use. All functions described on screen. No user knowledge is required.

SpriteControl
Unique Sprite Monitor lets you disable them. Save them! Change them!! Customise your games!!!

Picture Save
Unique! Save ANY Multicolour Picture, including title screens. Compatible with Blazing Paddles, Koala, Graphic Slideshow etc. Built-in Slideshow for tape users.

Disk Fastloader
Superb bonus feature loads five times faster. Takes up NO memory.

Code Inspector
Look at whole memory—program, registers, etc. Everything you need.

Compatible
Fully compatible with Commodore 64, 64C, 128 and 128D in 64 mode, 1541, 1541C, 1570, 1571 and Enhancer Drives, CBM compatible tape recorders, FastDOS, and Turbo ROM—can the others say that???

£29.99 GET MORE FOR LESS!

Buy Action Replay with DiskMate in ONE cartridge ONLY £39.99

Action Replay and DiskMate are also available from Datel Electronics

DiskMate Cartridge V.2
This is the way Commodore should have their DOS. Single keystroke commands: e.g. LOAD and RUN straight from directory, and much, much more! Works with all drives: 1541, 1570 and 1571.
● 2 minute complete Backup ● Very fast disk functions ● Invisible ● Toolkit ● 10 second Format ● Powerful 'Floating' Monitor ● SAVE "@0:" bug cured ● Takes up NO memory ● Unstoppable reset

£14.99 TERRIFIC VALUE

Buy DiskMate with Action Replay in ONE cartridge ONLY £39.99

100% SUCCESS? WE ASK: WHO'S KIDDING WHO?
Action Replay V.3 will back-up ANY program which ANY other cartridge can—and much more! It also has unmatchable features. For instance, 'Freeze Frame' uses more disk space, saves SLOWER, has a SLOWER tape loader and has NO built-in disk fastloader, NO picture, NO Sprite, NO restart-features, yet costs £10 more!!! So, come on, who's kidding who? If Action Replay V.3 doesn't live up to our claims, return it within 7 days of receipt and you can have your money back!

Graphics Slideshow
View pix from games, graphic packages or loading screens singly or in sequence. 16 pictures per disk. Turboload. Disk only.
LOOKING GOOD AT £4.95
SPECIAL OFFER! Enhancement and Slideshow on one disk ONLY £11.95

Enhancement Disk
Get even more from Action Replay with this Bonus Disk to back up the new non-standard multi-stage loaders.
GREAT VALUE AT £7.95

Our cartridges carry a twelve month guarantee against mechanical failure.

How to get your DoSoftware
Please send cash/cheque/P.O. with order for fast despatch (SAE only for full details). Send off now to:
DoSoft (Dept CU), 2 Oakmoor Ave, Blackpool, FY2 0EE
UK Postage included. Europe add £0.75, or £2 if order includes Blank Disks. Overseas add £1.50 for Airmail, or £3.50 if order includes Blank Disks.

SUPER SOFTWARE SALE
Buy NOW and SAVE! SAVE! SAVE!

The DoSoft Collection
UNBEATABLE OFFER The latest versions of MegaTransfer, MegaUtility, MegaTape and ProSprite ALL on One Disk
HALF PRICE £12.50 WOW!

DoSoft Super Disk Kit
AS ABOVE but with 12 Xidex Precision Boxed Disks. A great start to get your programs on disk at a giveaway price!
SAVE! SAVE! SAVE! £19.99

Mega MegaTape Savings
OUR FAMOUS Tape-to-Tape utility for one Datassette at an unbeatable price.
BUY NOW £5 BRILLIANT!

Xidex Precision Disks
From the WORLD'S LEADING SUPPLIER—12 Double Sided, Double Density 5¼ Disks complete with sleeves, labels, tabs and FREE high impact plastic storage box
TWELVE FOR ONLY £8.50!

DoSoft
You'll Do it Better with DoSoft

TAPE TO DISK ● TAPE TO TAPE ● TAPE TO TAPE ● DISK TO TAPE ● DISK TO DISK ● DISK TO DISK

HARDWARE TRANSFERS MULTI-PARTS ● DUMPS HI-RES SCREENS

FAST DISK UTILITIES ● LOADERS ● 2-MIN DISK COPY ● FAST DISK FILE COPY ● FAST FORMAT

G-TEN LIMITED
THE MAIL ORDER SOFTWARE HOUSE

	Tape	Disc
It's a Knockout	7.00	N.A.
Power Play	7.25	11.25
Assault Machine	7.25	N.A.
Colour of Magic	7.25	N.A.
Bazooka Bill	7.25	N.A.
The Sentinel	7.25	11.25
Infodroid	7.25	N.A.
Knuckle Busters	7.25	11.25
Aliens	7.25	11.25
Xevious	7.25	11.25
Thanatos	7.25	N.A.
Strike Force Harrier	7.25	10.50
Sword of the Samurai	11.25	
Super Cycle	7.25	11.25
The Movie Monster Game	7.25	11.25
Destroyer		11.25
Yie Ar Kung Fu II	6.50	N.A.
Sky Runner	7.25	10.50
Magmax	6.50	N.A.
Top Gun	6.50	N.A.
Stallone Cobra	6.50	N.A.
Terra Cresta	6.50	N.A.
Gauntlet	7.25	11.25
Paper Boy	7.25	11.25
Ghost 'n' Goblins	7.25	11.25
Miami Vice	6.50	N.A.
Parallax	6.50	9.75
Mugsy's Revenge	6.50	11.25
Cauldron II	6.50	10:.75
Knight Games	6.50	10.75
Green Beret	6.50	11.25
Leaderboard	7.25	10.75
Shogun	7.25	11.25
Gunship	13.25	18.25
	Tape	Disc
Dragon's Lair	7.25	10.75
Rocky Horror Show	7.25	N.A.
Arcana	6.50	N.A.
Infiltrator	7.25	11.25
Sanxion	7.25	11.25
Hot Wheels	7.25	11.25
Now Games 3	7.25	N.A.
Deactivators	7.25	11.25
Glider Rider	6.50	10.50
They Sold A Million III	7.25	11.75
Antiriad	6.50	N.A.
Alleykat	6.50	10.75
Trivial Pursuit	11.50	15.50
Droids	6.00	8.75

	Tape	Disc
Bey. For. Forest	7.25	N.A.
Trail Blazer	7.25	11.25
Super Huey II	7.25	11.25
Kayleth	7.25	N.A.
Five Star Games	7.25	N.A.
Jail Break	8.00	12.50
Dodgy Geezers	8.00	N.A.
Firetracks	7.25	11.25
Six Pack (Hit Pak)	7.25	11.25
Nemesis	6.50	11.25
Delta 7.25	11.25	
Exec Leaderboard	7.25	11.25
5 Star Games 2	7.25	11.25
Disk 50	N.A.	11.25
Great Escape	6.50	10.50
Saracen	6.50	10.25
Thanatos	6.50	7.25
Cyborg	6.50	11.25
They Stole a Million 7.25	11.25	
Express Raider	7.25	11.25
Championship Wrestling	7.25	11.25
500cc	7.25	11.25

Peripherals (Add £1.50 p&p p/item)	Our Price
Quickshot II Joystick	£6.50
Quickshot II Plus Joystick	£8.75

Amiga Range	Our Price
Archon	£17.50
Archon II	£17.50
Arctic Fox	£26.50
Skyfox	£26.50
The Pawn	£23.00
Seven Cities of Gold	£17.50
Graphicraft	£45.00
Text Craft	£45.00
Portal	£29.25
World Games	£19.95
Football GFL	£19.25
Strip Poker	£16.25
Star Glider	£19.25
Mean 18	£26.25

Commodore 16	
Konami Coin-Op	7.25
5 Comp Hits	4.75
5 Star Games 2	7.25
Scott Adams Scoops	7.25
Phantom	6.50

Please specify machine. Please allow 14-28 days delivery. Please add 75p P&P per item (UK or BFPO only)
Please make Cheques/Postal Orders (sterling only) made payable to G-Ten Limited
UK or BFPO orders, please send to: G-TEN LTD, DEPT. CU8, FREEPOST (no stamp required) London, E1 6BR
Overseas orders send to:
Dept. CU7, 1st Floor, 146-150 Commercial Street, London E1 6NU
PLEASE NOTE: ANY GAME NOT RELEASED WHEN ORDERED WILL BE SENT ON THE RELEASE DATE

POOLSWINNER II
THE ULTIMATE POOLS PREDICTION PROGRAM



Boxed, with detailed instruction booklet

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £15.00 (all inclusive)

NOW AVAILABLE

FIXGEN 87/8
AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1987/8. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £16.50 (for both)

COURSEWINNER V3
THE PUNTERS COMPUTER PROGRAM



NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike. You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date. *FULL PRINTER SUPPORT.*

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

ALL PROGRAMS AVAILABLE FOR: AMSTRAD CPCs, AMSTRAD PCWs, PC1512, All BBCs, All SPECTRUMS, COMMODORE 64/128.
Supplied on tape (automatic conversion to disc) – except PCW and PC1512 (on disc – add £3.00).

Send Cheques/POs for return of post service to . . .

VISA phone 24 hrs — **selec** SOFTWARE — Access phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE SK8 2HX. ☎ 061-428 7425

(Send for full list of our software)

REBEL

An action-packed four directional scrolling arcade game. Guide your tank through the heavily guarded compounds of the Agri-dustrial combine, using the giant laser and solar reflectors to blast your way into the next level, and finally... to Freedom!

Produced by Gang of Five

Commodore 64/128 Spectrum 48/128 £9.95

REBEL is available from all good software retailers, or directly from us.

Virgin



Please make crossed cheques or postal orders payable to Virgin Games Ltd and send to Virgin Games, 2/4 Vernon Yard, Portobello Road, London W11 2DX.

PLEASE DO NOT POST COINS OR MONEY!

☐ Commodore 64/128 **(£9.95)** ☐ Spectrum 48/128 **(£9.95)**

Name ______________________

Address ______________________

____

Total money enclosed ______________________

Tommy's Tips

Ram man

I own a C16 computer and, at the moment, I am considering purchasing a 64K RAM pak. I am writing to you in the hope that you could set me right on a few things. Firstly, if I do purchase a 64K RAM pak, will I be able to play games, originally made for the Plus/4 (for example ACT and Mercenary)? Also will I be able to use most (or all) of the utilities written for the Plus/4?
R J Davies,
Swansea

The only differences between the Plus/4 and the C16 are the built-in software, the User-port (the C16 doesn't have one) and the amount of free RAM memory. The majority of programes that will only run on the Plus/4 use the extra memory, so by adding an extra 48K RAM to the C16 you will be able to run all those programs.

The only programs or utilities that *won't* run are those that access the User-port or somehow interface with the built-in software of the Plus/4. I imagine these are extremely rare!

Do note that, like the majority of 8-bit computers, the C16 can only address 64 kbytes in total, so there is little point in adding an extra 6K if you can only actually use 48K of it. However, if the add-on gives you the ability to separate the RAM into four 16K 'pages', of which any three can be in memory at the same time, then this is one way of getting round the limitation of total memory size.

Interpolation

As a 64 user, I am interested in writing my own games, and have built up a collection of commonly used subroutines on my data-disk. I'd like to know (if possible) if there is any way of interpolating the subroutines into my program without having to type them in.
P C Kuras,
New South Wales
Australia

It just so happens that there is a program availble which is custom made for just this purpose. It is called BLINKER-64, which stands for BASIC LINKER and enables you to write your sub-routines once only and then combine them in any combination into a single BASIC program. The program should be available from dealers and costs £29.95, but in the event of difficulty, contact the originators: INDEV, 24 Deergins Road, Reigate, Surrey, 2RH 0PN, England (Tel: 07372 22755).

I have personally reviewed this product and can definitely recommend it for anyone who regularly writes their own programs using common sub-routines. All you do is to GOSUB (Sub-routine Name) in the main program. When the program is linked, it loads the named routines from disk automatically, renumbers the code lines, reports any errors or inconsistancies and leaves you with a complete runnable program which can then be saved for future use.

Help, Help

I have a C128, but I'm working on a word processor for the 64 and I have very nearly completed it. I want to include a help screen, but, I can't work out how I want to do it. All I want to do is to be able to press F8 and up pops the help screen, anywhere any time during the program. Can you please help me.
David Thornton,
Dundee

I assume from the fact that you are tackling something like a word-processor program that you are well acquainted with machine code. The easiest method is to direct the IRQ interrupt vector to a routine that checks for the F8 key being pressed (if you already have a routine called by the IRQ interrput then amend it to check for this key as well). When found, call a m/code routine that does the following.

1. Saves the current text from the designated area of the screen (the window) into a 'holding area' of memory (cassette buffer?).
2. Draws a box around the area where the 'HELP' text will be displayed (use UDGs if necessary).
3. Prints the HELP text inside the window (this text can be pre-stored in memory and just transferred to the screen RAM).
4. Checks for a RETURN (or other 'continue' key) to indicate the User has finished with the HELP screen.
5. Recovers the original text and displays it back on the screen (this will automatically overwrite the HELP 'window).

This method means that you can also change the colour of the HELP text (in which case you must also save and recover the colour RAM as well as the screen RAM) and can make the window as large or small as you want. It doesn't matter where you are in the program since you will always restore the screen to exactly the same condition as when you called the HELP routine. If you wish to use multiple help screens then you can either use the same method each time to give a series of different windows, or else just replace the text inside the single window with a different page of text (the latter method saves a lot of time and memory!).

Miscellany

I have just bought a CBM 128 and I have some queries about machine code: 1. Does reseting clear machine code? 2. Can you reset the 64 machine code into 128 monitor? 3. Can you put 128 Basic into machine code? 4. How can you make a program completely hack proof! 5. Are their any good books on machine code?
N C Jones,
Crosby,
Liverpool

Resetting using either a warm-start SYS call or the rest button does not change m/code; only the BASIC pointers are reset. Because there is no way to go from the 64 mode back into the 128 mode, and also because the memory maps are different, there is no way to get 64 machine code into the 128's monitor within the machine. That doesn't mean that you cannot use the monitor to create a machine code program which will run on the 64 (assuming you then reload it into the correct address in the 64 mode), but once the code is in the RAM in 64 mode you are stuck.

If you want to turn 128 BASIC into machine code (or nearly so) then you will need to use a BASIC compiler. The PETSPEED compiler is available in two versions, one for the 64 BASIC and one for 128 BASIC; prices £19.95 and £44.95 respectively. You can get it from System Software, Tel: 0865 54195.

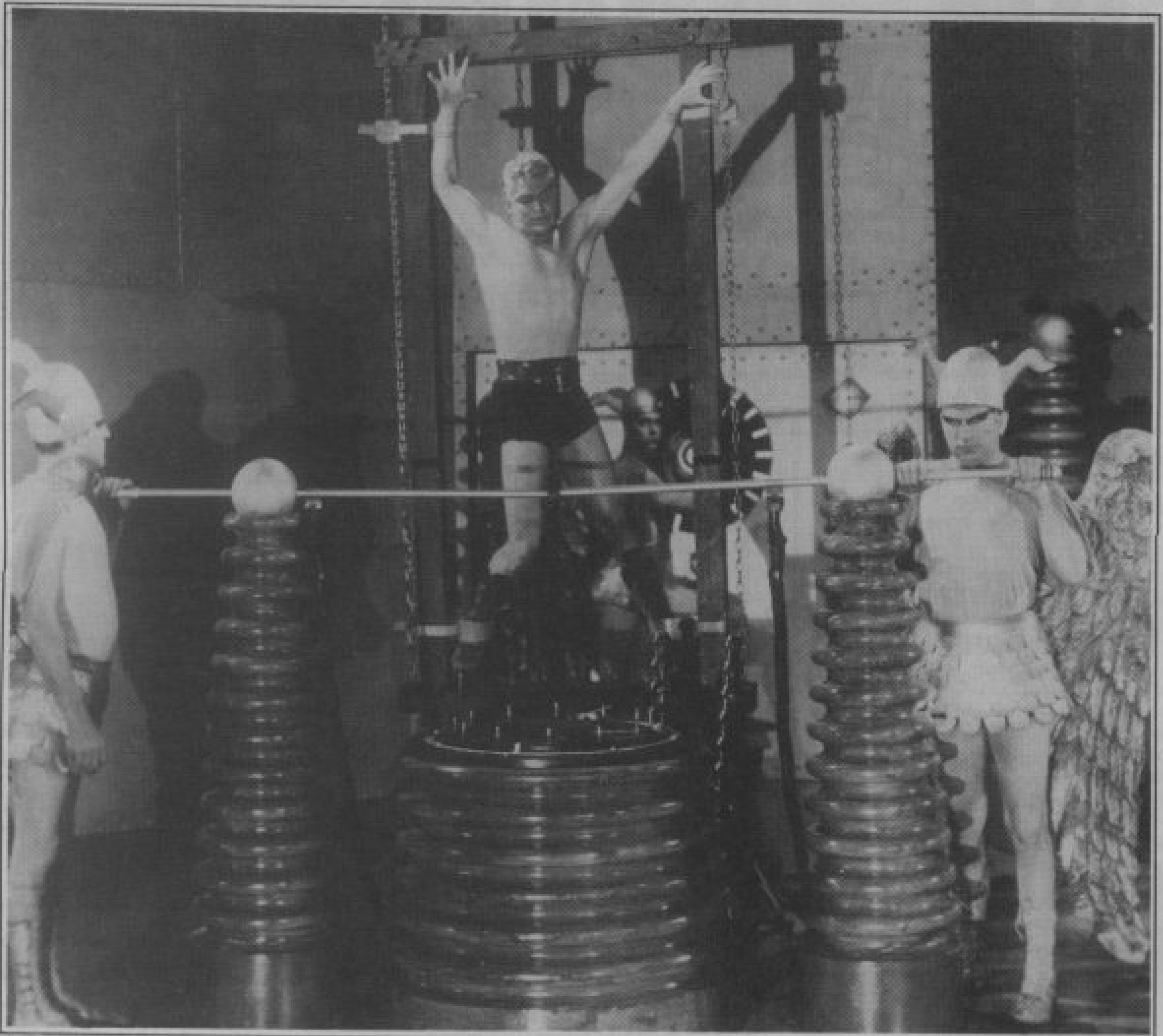
There is no way to make a program absolutely proof against hackers; the software houses have been trying for years. Some of the simpler ways are to disable things like the STOP keys etc. POKE 808,100 will disable STOP as well as RUN/STOP RESTORE and POKE 808,110 will reset these to normal again, but this is easily defeated by anyone with a 'freeze' cartridge.

Finally, I can definitely recommend the Commodore 128 Assembly Language Programming book by Mark Andrews, published by SAMS. You can get a copy through Pitman Publishing in this country, cost around £13.00 With 380 pages including a good index, it covers most aspects of the 128 and includes many useful routines.

Discovery

I am considering buying a disk drive for my 128, however I am not familiar with the disk drives, for my computer. Could you therefore tell me the drives on offer; and your view on the best deal.
Paul Taylor,
Chesterfield

There are only two disk drives specifically for the 128: the 1570 and the 1571. The 1570 is a single sided drive, similar in both size and capacity to the 1541. The 1571 is a double sided drive, of much slimmer profile and



From all four corners of the universe they brought their most fiendish problems for Tommy to solve.

giving twice the storage capacity. Both drives give considerable speed increases over using a 1541 drive with the 128. Prices are around £190 for the 1570 and £250 for the £1571. At first glance the 1571 might seem the better buy, but several people have reported problems with loss of data on the second side of the disk. ICPUG (Independent Commodore Products User Group) are particularly concerned about this 'bug' since it effectively renders the 1571 useless as a reliable double sided drive. My personal recommendation would be to go for the 1570 drive, although the 1571 functions perfectly as a single sided drive and ICPUG have published the conditions under which the corruption of the second side occurs. Provided you avoid these conditions you can use it as a double sided drive quite happily. Certainly the 1571 seems to be the one all the dealers are pushing.

Print and chips

● I wonder if you could help me with this problem. I own a Commodore 64, and I do a lot of word processing my only problem is that my printer lets me down. I have a Commodore MPS 803 which runs of the Tasword 64 word processor but I dislike not having decenders. I've heard that you can get a special chip that fits in your printer, it's called the Printer IV chip and it's made by Datel Electronics. I've seen it advertised to work on the MPS 801 but would it work on the MPS 803?
C M Jones,
Scarborough
N. Yorks

As far as I know, the Datel Electronics ROM chip PRINTER IV will only work with the MPS 801, not the 803. However, there is a WP package that will allow you to use the full graphics and text set of your printer and gives you lower case descenders as well. It is called PRINTER CONTROL, but there is a special version called MPS CONTROL specifically for the 801 and 803 and gives descenders, form and skip commands and underline. It costs £30 for the disk version (£25 for tape) and is available from MacGowan Consultants, Tel: 0400 72085.

Reset

● Recently I tried to reset my 64 by connecting pin 2 and pin 6 on the serial port, but nothing happened. I tried to reset several games, and I also crashed the 64 and tried to reset it, but I got no reaction from the machine.
My question is: Is something wrong with my computer since it won't reset? I have a disk-drive, and it works perfectly when connected to the computer.
Torstein Haukrik,
Norway

It rather depends on when (and possibly where) your computer was built. Later models on the 64 had the reset line disconnected from the serial port, particularly on the 64C which has a reset switch on the side. It is possible that if yours is a fairly new model of the 'old' 64 then you may have a PCB which does not connect the reset line, but which also does not have a reset switch, even though this might be unusual.

However, provided the computer works correctly in all other respects then why not use the reset lines that appear on the User Port. Connecting line 3 (top row) to line 1 will give the same reset as the one you were trying to get on the serial port and if you have a User Port connector you could wire a small push switch ('make while pressed' type) to these lines as a semi-permanent reset facility.

Sprite

● I have got a 64. Please can you answer two questions I have. The first question is how big can one sprite be? And the second one is how do you separate the data from one sprite from another sprite's data?
Alex Hocking,
Flamstead,
Herts

Sprites are defined as a fixed size of 24 bits wide by 21 bits deep, giving a total (at 8 bits per byte) of 63 bytes. They can then be expanded on screen to give a maximum of 48 bits wide by 42 bits deep (ie doubled in both x and y directions). Since the size of the sprites are fixed in memory, they start at 64 byte intervals (the 64th byte is used as a 'place holder 'by the system). 64 is also a direct power of 2, making binary addressing easier. The sprite definitions can be contiguous in memory, so that 8 sprites would take up a total of 512 bytes of RAM.

The Vic II chip has to be told where the sprites are by using the sprite pointers, located in the last 8 bytes of the screen memory map (eg 2040—2047 on power up). These contain the address of the sprite definitions as a multiple of 64 byte 'blocks' from the start of the 16K block of RAM that contains the screen RAM. For example, if Sprite 0 starts at 12288 then the value in the sprite pointer (2040) is 192 (192 * 64 = 12288) and the value in the pointer (2041) for Sprite 1 is 193, with the data for Sprite 1 starting at 12352 and so on.

The limitation of storing sprite data in memory is that it MUST be in the same 16K block of RAM as the screen; this being a limitation of the Vic II video chip. Therefore, if you move the screen to another part of memory, then you must move the sprite data as well. If you are really having difficulty then I suggest buying either Ray West's book *Programming the Commodore 64* or the *CBM 64 Programmer's Reference Guide*, both of which cover the definition of sprites in detail.

TOMMY'S TIPS

TO ADVERTISE IN SELL-OUT CALL SIAN JONES ON 01 251 6222

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 20p per word to private individuals — 20 words min. 40 words maximum. 30p per word to Trade. 20 words min. — 40 words maximum.
Semi-display — £10 for S.G.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

Warning

It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through out classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. **Commodore User** will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of priated software we can no longer allow swaps of tapes, disks, or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

I enclose cheque/P.O. for £.... made payable to *Commodore User.*

Name ....

Address ....

Total number of words..

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

SELL-OUT SELL-OUT SELL-OUT SELL-OUT

C64 Owner wants disk drive must be in good condition £130 max. Please ring Bishop's Stortford 56356 daytime or evening.

CBM 128, 1541 D/drive. MPS 801 printer, data cassette doubler board, £200 games, quickshot turbo, 20 blank cassettes and cabinet, worth £700 sell £400. Phone 0622 53760

For Sale, C128, C2N datasette, 1541 disk drive, DPS 1101 daisywheel printer, joystick, final cartridge, over £300 software, only £600. For quick sale phone (0522) 730421 ext 430

Two C64,s three datacorders, three joysticks £1000 worth of original software £500 write to 39 Felstead Birchgreen Skelmersdale lancs WN8 6QU

Commodore software for hire competitive prices extensive catalogue more details available from: M Ryall 1569 Stratford Road Hall Green Birmingham B28 9JA

Wanted CBM 64 with drive and games Joystick etc. In exchange for Ferguson Videostar VHS recorder. Tel 051-339-7597

Vic Users wanted to swap game and listings also for sale programmers aid cartridge & king tut. Any business software undertaken. Enclose SAEC for VIC write to: 10 Roman Camp Broxburn W. Lothian Scotland

CBM 64 games for sale, all originals, 80 top games from past 2 years £250 o.n.o. will split if necessary. Tel Leeds 526442. After 6pm ask for Steve.

Original 'Computrix' software. For plus/4 and C-16 send S.A.E. for price list J.K. Enterprises 185 Waller Avenue Luton Beds LU4 9RS

For sale. C 64 computer with C2N cassette, two joysticks, Neos mouse, carrier cases for computer and games and over £450.00 worth of games. All for £400.00. Phone Alexander N Codimou monday to friday only. Tel no. 01-803-6032 or 01-803-5166.

CBM 64 1541 disk drive, C2N cassette, MPS803 printer, mouse, sound expander + keyboard, Simons basic, Game Killer, joysticks, £700 of tape + disc software, will sell at £750 ono. Tel: Andrew 01-699 2637.

C64 for sale, disc drive, printer, tape deck, books + magazines, cartridges, music maker, lightpen, mouse, over £100 software, worth over £850 will sell for just £450. Ring (0602) 273149 after 5pm.

C64 Reset switch, £1.68, C64c version £3.99. Aerial splitter, £1.95. Send to: Microfield, 37 Bromley Road, St. Annes, Lancashire, FY8 7PQ.

C128D Cassette recorder, utility disk + cartridge, Action Replay 3 + enhancement disk, games + drawing software, FM sound expander, joysticks and 50 blank disks, all boxed. Phone (0276) 29308.

CBM64 games for sale, all originals, 80 top games from past 2 years. £250 ono, will split of necessary. Tel Leeds 526442 after 6pm, ask for Steve.

Wanted CBM64 with drive and games, joystick etc in exchange for Ferguson videostar VHS recorder. Tel 051-339 7597.

Commodore software for hire, competitive prices, extensive catalogue. More details available from M. Ryall, 1569 Stratford Road, Hall Green, Birmingham B28 9JA.

Two C64s three datacorders, three joysticks, £1000 worth of original software. £500. Write to 39 Felstead, Birch Green, Skelmersdale, Lancs WN8 6QU.

For sale C128 C2N datasetter, 1541 — Disk Drive, D.P.S. 1101 Daisywheel printer, joystick, final cartridge, over £300 software. Only £600 for quick sale. Phone (0522) 730421 ext 430.

CBM128, 1541 D/drive, Mps 801 printer, data cassette, doubler board, £200 games, Quickshot Turbo, 20 blank cassettes and cabinet. Worth £700 sell £400. Phone 0622 53760.

C64 owner wants disk drive, must be in good condition, £130 max. Please ring Bishop's Stortford 56356 daytime or evening.

Swedish CBM64 owner wants to swap new stuff worldwide. Only on disk. All letters will be answered. Write soon to: Christian Olsson, PL 1138 S-430 41, Kullavik, Sweden.

C64 user wants to swap games. News only. Send discs or write to: Jon Gromstad, Storden 24, 4029 Stavanger, Norway.

C 64 Owner wants penpals to swap software, over 1000 titles, all letters answered, send latest list to Zulfiqar Mehdi, 24 Khayaban-Tanzeem, phase 5, D.H.A., Karachi 46, Pakistan, on disk only.

Original Computrix Software for Plus/4 and C16. send SAE for price list. J. K. Enterprises, 185 Waller Avenue, Luton, Beds. LU4 9RS.

C64 Owner wants to swap programs and tips from people all over the world. Tape and disk. Don't hesitate to write to: André Lotte, 4 Neville Road, Westville 3630, South Africa. Phone: 002731 866423.

MPS803 Printer for sale, free 100m roll of paper included, friction feed, only £99 ono. Ring Andrew on 01-904 6174 after 4pm.

C16/+4 Owners. At last! Future Games presents "Future Five Adventures". Five text adventures for only £5.95 inc p&p. All adventures are turbo loaders. Send cash/cheque/PO to: Future Games, 47 Roebuck Close, Yorkswood, Birmingham B34 7SQ.

New 64 or 1541 disk drive owner! Write to Peter Young 17 Albert Street Amble Morpeth Northumberland NE65 OLX, for special software offers.

For Sale, CBM64 C2N cassette unit, 100+ of latest software, manual, ref. guide for £200 ono. contact Flo on 01-9400338 between 5 and 9pm.

Amiga Swap. Hot new stuff, send for latest list, contact Neil Bateman 56 Gorsedale Sutton Park Hull Humberside HU7 4AT England.

Amiga Owner! Wants to swap software with people all over the world. Please send list or some disks with new software to: Fernando Martinez, C/Gral. Goded, 43 Bajo Izda. 38006 S/C. de Tenerife, Canary Islands (Spain).

For Sale. CBM 128/64, Compendium 1541c drive, MPS 801 printer, joysticks, neos mouse, light pen, new cartridges, £600 of disk software, everything about seven months old, excellent condition, £550 ono the lot. Phone Paul, 0268-681643. Reason for sale: upgrading to Amiga.

AD INDEX

NEXT



C.U. FLIPS!



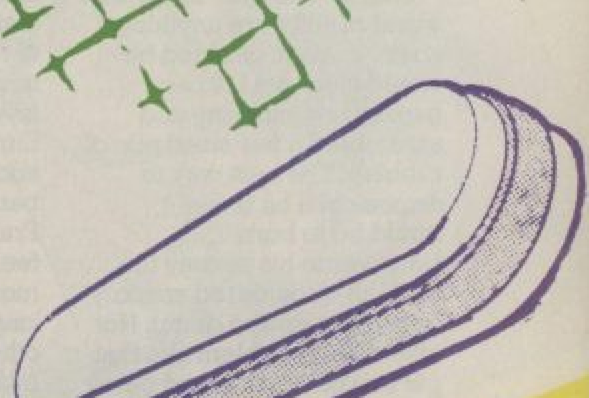


The great pinball revival is about to rock gamesville. Whilst coin-ops have been stealing all the headlines in recent years a dedicated bunch of pin ball enthusiasts have been determined to keep their hobby alive and kicking. We trace pinball from the ancient Greeks to the latest all singing all dancing Ballys and Williams, meet the real life pinball Wizards, and tell you where you can pick up a second hand machine for around a £100.

- ***Charles Bronson shows up in Gremlin's Death Wish 3 — we have the story.***
- ***Amiga arcades games are starting to arrive — the word is that Gauntlet is identical to the original. Buzz investigates.***
- ***It's Personal Computer World Show time again. We tell you whose going, what their showing, and what we will be doing on our stand to entertain you at the show.***

All this plus all your favourite regulars. On sale August 26th. £1.







MONTH

Hot Shots

By Mike Pattenden

Good morrow and well met my friends. Sit ye down and we'll quaff a few cups of ale whilst I tell ye the terrible tales of the last month. All before I head for my boat and sail the seven seas for a holiday . . .

● Who better to begin with than our old friend **Mark Cale** the new extremely rich impressario of **System 3**. Such is the success of **The Last Whinja** that Mark has disposed of his old Ford Prefect and secured the services of a (secondhand) Ferrari Mondial. With punters forming queues round the block for the game he decided to celebrate his success by setting alight his garden.

Strange but true. In the wild world of software anything goes . . . Mark decided he would clear out his back garden one morning and assembled a fair-sized pile of rubbish. The best way to dispose of it he thought, would be to burn it. However to his dismay the rubbish smouldered smokily because it was so damp. Not one to let a problem like that put him off Mark raced out to the car and grabbed a petrol can. A quick splash and the fire was raging fiercely — but so was Mark's arm. Ow! Ow! He yelped 'I'm on fire!' and he lobbed the can away in agony. The can fell a few feet away and started to spill its contents towards the fire. Woof! Up went the can! Woof! Up went two fences! Woof! Up went the geraniums! Eventually the fire brigade had to be called to sort the whole thing out. That's why the Last Whinja is the hottest game in the charts . . .

● Whilst Smokin' Mark acquires a Ferrari **US Gold** boss **Geoff Brown** disposes of one. Out goes the shiny red Testarossa and in comes the more sedate Porsche 911 Turbo. This as Geoff prepares Ferrari game **Out Run** for its Christmas launch.

● On the subject of fast cars, how about one that's not so fast. **Mastertronic** proudly announced their participation in the **Le Mans 24** hour car race as sponsors. What they omitted to mention was that their car failed to qualify. . .

● I'm nipping off for me hols now to do some further investigation into the European software scene, taking me around the beaches, bars and restaurants of France. So as not to leave you feeling shortchanged this month I've decided that no longer will we be out of step with other mags who give you an insight into the minds and lives of software programmers. We're proud to bring you an utterly exclusive diary report from Randy Claypluke about his new mega game, thus giving a rare insight into a week in his life . . Meanwhile Tom Green's cartoon will be back next month. . .

Now you see it, now you don't. Ocean have joined the current craze for whodunnits in 'The Case of the Disappearing Nipple'. One moment it was there on full display on their *Game Over* ads, the next it wasn't. Apparently the offending teat was withdrawn after complaints.

DIARY OF A SPROCKET MAN

By Randy Claypluke



Monday
Got up and watched breakfast TV whilst I had my cornflakes. There was an annoying buzz coming from the set so I crawled over to it and took off the back to adjust speaker. Unfortunately I knocked the bowl off the top of the telly and it fell on the exposed wiring and electrocuted me. I'll have to fix it later. Instead I wired up my monitor to receive Anne Diamond. I'll start my new game tomorrow.

Tuesday
Made an early start on the game. It's going to be a real blockbuster. State of the art graphics, sonics, 4D parallax scrolling, 650 screens of increasing difficulty. Phoned the software house and they said forget it, could I program their new mega TV licence The Antique Roadshow. Fell into a fit of depression, so I went up to my room and wrote a four way scrolling routine. Felt better.

Wednesday
Began work on Antique Roadshow, but got sidetracked when my RS232 interface started playing up. I decided it was time I made my own. So I ripped out a load of flex I found hanging out the back of my record player and constructed my own. Software house rang up asking for a demo. Cut out picture from book photocopied it and sent it off saying it was the loading screen. I must start the game tomorrow.

Thursday
Had a race with my mate Tony to see who could get a rude message up on Prestel first. No work on game.

Friday
My disk drive's packed up so I took the back off. There was a hampster on a treadwheel. No wonder Commodore don't want you messing around with their hardware. The game will have to wait till Saturday.

Saturday
I'm having dreadful problems with my power pack, so I've decided to go solar. I made a reflector out of silver milk bottle tops to receive rays from the sun, these are then turned into energy through an AC/DC proximiter which converts light into electricity and stores it in some old Ever Ready batteries which I found in the cellar. I got it all wired up and switched the disk drive on. I fried the hampster completely. Still no work on game.

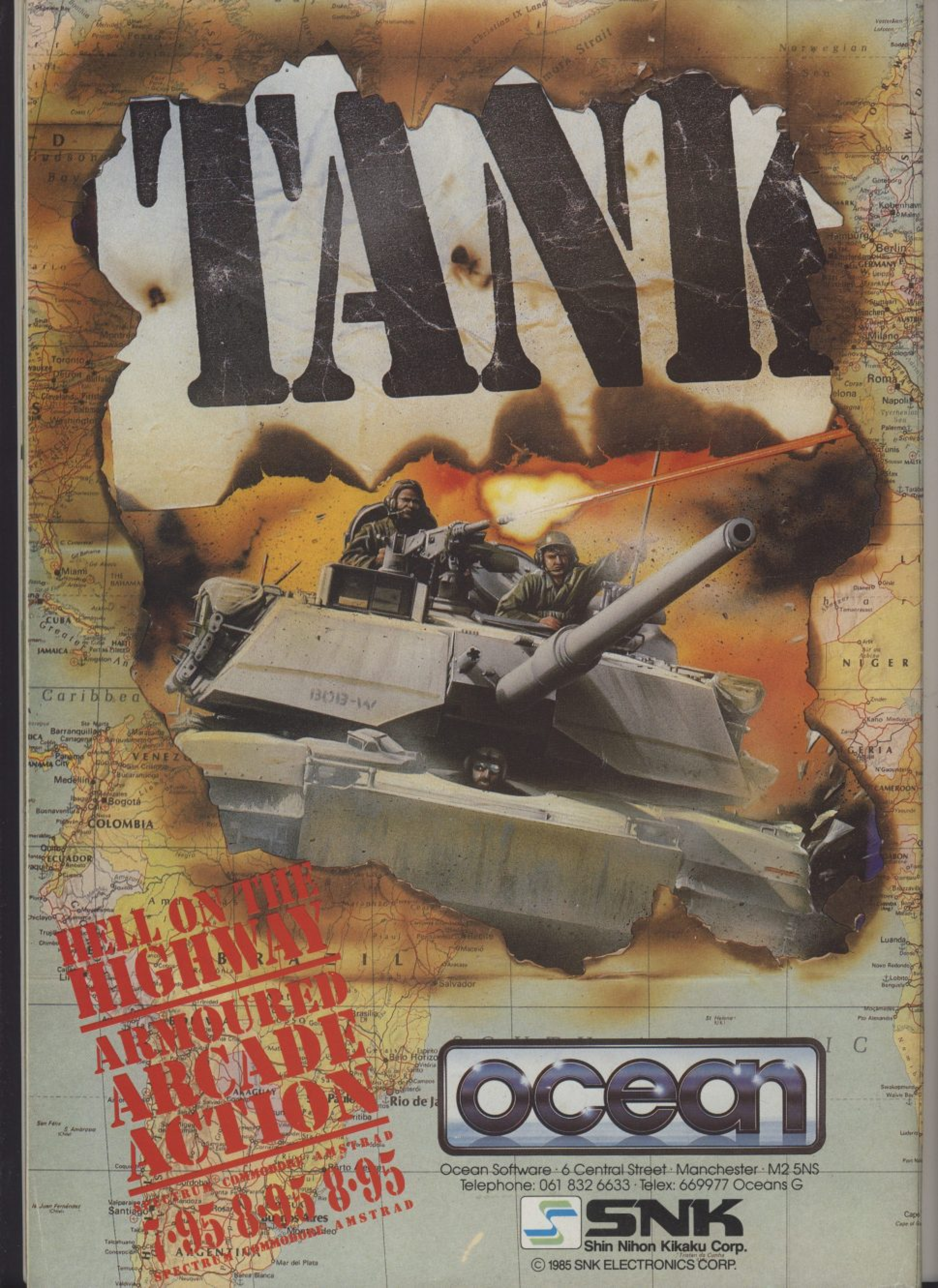
Sunday
My girlfriend Sharon came round while I was fiddling with my interrupts. She said her Mum was having a barbecue and I had to cook the sausages. I'll start the game next week.







TWO NEW SPORTS SIMULATIONS
FROM EPYX
STREET SPORTS BASEBALL
The Pitcher winds, throws, crack! Its a long fly ball to... bang... right into the catcher's mitt. To make a home run you'll have to cope with makeshift diamond bases, made from sparetyres and trashcans, bushes, rocks even squealing cars. Not to mention 16 neighbourhood players – each with their own personalities and skills in pitching, hitting and fielding. With the right combination you could be the champs. With the wrong combination the chumps. You'll pick the place, the team, the positions, the strategy and then you'll be in the middle of it all. It won't be easy but it's right up your street!
CBM64/128
£9.99 cassette £14.99 disk
IT'S TOUGH ON THE STREETS
Street Sports Baseball
It's Tough on the Streets
SOME OF THE MOST THRILLING AND ACTION PACKED BASKETBALL AND BASEBALL GAMES TAKE PLACE ON AMERICA'S STREET CORNERS AND NEIGHBOURHOOD BACK LOTS. HERE'S YOUR CHANCE TO JOIN IN AND MAKE YOUR TEAM THE CHAMPIONS!
IT'S TOUGH ON THE STREETS
Street Sports Basketball
STREET SPORT BASKETBALL
You'll shoot hoops in dingy alleys, playgrounds, parking lots, occasionally even the suburbs (have fun dribbling on the lawn). You'll pick your three-strong team from the 10 toughest players in the neighbourhood. There's hot shooters and slow dribblers. Team players and show offs. There's guys who can shoot the eye out of a needle at 20 feet and guys who couldn't sink one if they were sitting on the backboard. Pass on the run, pop 'em in from the corners, take a hookshot, a tip in. But don't dribble through the oil slick and for heavens sake watch out for the windows!
CBM64/128
£9.99 cassette £14.99 disk
Coming Soon
U.S. GOLD All American Software
EPYX
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: (021) 356 3388


TANK
HELL ON THE HIGHWAY
ARMOURED ARCADE ACTION
SPECTRUM COMMODORE AMSTRAD
7·95 8·95 8·95
ocean
Ocean Software · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 Oceans G
SNK
Shin Nihon Kikaku Corp.
© 1985 SNK ELECTRONICS CORP.